AN ADVENTURE FOR **ESPIONAGE!** AND

BORDER CROSSING

BY
L. DOUGLAS GARRETT

MERCENARIES
SPIES &
PRIVATE EYES
™

HERO
GAMES

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BORDER CROSSING

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EYES ONLY

MOST SECRET

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INTRODUCTION

The cold blackness surrounds you as you crawl forward, eyes fixed on the silhouette of a tree against the night sky. Only a few meters to each side of you, deadly explosives lie buried, waiting to tear you apart if you drift off the safe path.

Slowly, the vee-shaped posts of the barbed wire rise before you as the wind whistles a new tone through the guywires. During the lulls you have heard the movements and hoarse breathing of the Border Guards standing watch in the tower. By your count, it is now 0228 hrs.

You don't think you've been spotted; perhaps the guards are asleep. You reach up and start the slow job of untying the strand of barbed wire, the first of many.....

Border Crossing is a daring mission across the Iron Curtain when conventional methods have failed to gain vital knowledge. This adventure postulates the operation of a Covert Action Team in modern East Germany. Missions like this are the last resort of the intelligence community when remote means fail and there is no agent-in-place, or (in this case), the agent-in-place has been neutralized by enemy action. Time is critical; there is no time to cultivate a new agent, so the last resort becomes the only hope.

As an adventure for ESPIONAGE!, this is fiction, and thus some license has been used in the conception of this mission. However, the places are real, and all the danger of a real incursion behind the Iron Curtain is carried in the flavor of this adventure. The characters must be constantly alert; the GM must become well versed in the flavor of Germany, to the point of studying maps and even reading up on East Germany and the nature of life behind the Iron Curtain. With a little work, this could be the best adventure you, the GM, have ever run, and the best time your players ever had.

My thanks to those who helped out with this project:

Randy Greer
Ray Greer
The Boys from Suite A
The Wednesday Espionage Playtesters

How To Use This Adventure

The GM should first read through the entire Adventure, paying particular attention to the Player's Briefing. Once you have a good idea of what the adventure is all about, decide which mission to use. Then pull out the Player's Briefing (the center four pages of this adventure), and hand it to the players. Ideally, the players should have a couple of days to go over the briefing, since their characters would have this much time before being sent to Germany.

This adventure is also usable with MERCENARIES, SPIES, & PRIVATE EYES, the role playing game from BLADE, a division of Flying Buffalo, Inc. The conversions are provided on page 28; characters are given with characteristics for both games.

The checklist below shows how to use the adventure most efficiently. The GM may read passages from the text to the players, but it's best for him to embellish the descriptions and events in his own words as much as possible.

GM's Checklist

1) Read the Adventure, especially the GM's Notes

2) Pick the Mission

3) Brief the Players
   A) Hand out Briefing Sheets (may be photocopied)
   B) Answer questions based on "GM's Notes on Briefing"

4) Begin the Adventure: Mission Start

5) The Border Crossing

6) Movement in the East*
   A) Pollitz
   B) Seehausen
   C) Wittenberge

7) Ludwigslust*

8) LK2*

9) Exfiltration*

10) Return to Friendly Hands: EP & BP

* Refer when necessary to the following sections:
   1) Movement in the East
   2) Encounter Charts
   3) Trains
   4) Checking Papers
   5) Polizei
   6) Counterespionage
   7) NPCs

GM's Briefing

The Mission Team has certain prerequisites, and the GM should review the characters to make sure that they have the required Skills for the mission. Characters may be built specifically for this mission, or characters may wish to spend some of their accumulated Experience Points to acquire the necessary Skills. Each team member must have:

3 pts. German
2 pts. Area Knowledge Germany
Suitable appearance (i.e., European descent)

Each team member should have:

4 pts. German
2 pts. Area Knowledge East Germany
1 pt. Metalworking (as cover is steelworker) or Mechanics

In addition, some team members may wish to have:

   5 pts. Stealth (or more)
   3 pts. Disguise (or more)
   1 pt. Russian (or more)

   5 pts. Familiarity w/Soviet block small arms
   3 pts. Security Systems or Lockpicking
   1 pt. Familiarity w/Soviet military procedure
   1 pt. Photography
   x pts. Martial Arts (of some sort)

The Mission Team may be from a single intelligence organization (CIA, Mi6, Surete) or a mixed team. In either case, the operation is being mounted by a single organization, (GM's choice), and thus all support is supplied by that organization. While in "real life" this would be a one or two man mission, this scenario is acceptable for up to 6 agents in a coordinated team.

At this point, the players should read through the Briefing, if they haven't already done so. The GM should role play the briefing, calling the agents into a meeting room where they are briefed by a man from the Missions and Programs Staff. The briefing will be presented in simple terms to the agents, and they will be asked to study their information. The Missions and Programs Officer will answer any questions the agents may have (by referring to the GM's Briefing). The agents then have several days to make preparations before being sent to West Germany.

All agents should be introduced at the briefing and should know each other's strengths and weaknesses. A tactical leader should be selected; the agency would select this leader on the basis of experience and competence. If the players wish to compete for the position, they should all make Agency Rolls with a +1 to +3 based on their experience in this type of mission and leadership qualities. The agency will select the agent who makes his Agency Roll by the greatest amount.

Note that the agents will be studying for their mission intensively in the few days before the mission begins. It's not necessary for the GM to give the characters tremendous amounts of information about East Germany before the mission begins. However, the GM should be aware that the characters would know a lot more than the players will, so he should give out information about East German customs, train schedules, etc., freely when the characters are in East Germany.

The following information supplements the Player's Briefing, and should be revealed by the GM as necessary. The GM can use this material to help answer questions, or to supplement the briefing when he presents it to the players. If the players ask a question for which you can't find the answer, make something up based on the knowledge the CIA would have. Then write down what you said, so you'll remember it later. Of course, you could even give the characters a false piece of information, but that would be sneaky and very underhanded....

Additional Notes On
The Player's Briefing

Specifics on Blum's Photos, Frames 16-18: All three photos are poorly lit long shots taken at different apertures in an attempt to get one good shot. No luck; all are too dark and too badly blurred to be seen with the human eye. Computer Video Enhancement (CVE) gives only limited information: 6 cars are on the siding, all are similar. Standard length and width, they carry a cylindrical object the length of the car and 3/4 the width of a standard flat bed. It is indeterminate whether these are cylinders on flat cars or cylindrical canisters on rail chassis (like tanker cars).

Frames 19-20: These closeups were taken within the light of the caboose that Blum was riding on. Photograph #19 shows a group of 16 soldiers in Red Army uniforms at a distance of 250 meters; standard arms and equipment. Photograph #20 shows a closeup of the officer of the unit talking to the brakeman of the train (at about 20 meters range). CVE gives an excellent view of the officer (Lt. Vladimir Kusonov, of Odessa) whose current assignment was thought to be with the Red Army Border Guards. However, his collar tabs show GRU colors and symbol.

Equipment: The team is clothed as metalworkers from Karl-Marx-Stadt, who are travelling north searching for work. Thusly, the characters are dressed in flannel or wool, with wool cloth coats and caps. Knapsacks, personal effects, a blanket and some prepared food will comprise the bulk of the equipment. Knives (approximately 3" lockback folding type) and cameras as per briefing.

The cameras are ordinary German low quality cameras, but the film is a very special ultra-fast high resolution film, suitable for filming in very low light conditions. Thus, the characters will be able to take pictures in very poor lighting without having to use revealing flash equipment.

GM's Note: The Agency may choose to provide weapons or equipment suitably disguised. In such case, the characters could carry other equipment or weapons. Of course, if they were carrying such concealed equipment, they would have to be even more careful about their cover identities.

The Mission: In simple words, go to the factory without being seen. Sneak on to the grounds after thoroughly photographing the site. Check all the building interiors, photographing everything. Avoid the guards, learn what's going on. If it is a major threat to NATO security, sabotage is permitted if the action will not compromise the escape with the information. Get to the consular office, get out of the country.

If caught at the wire or any place in the mission where escape is improbable, the character should probably surrender. If he somehow manages to escape from custody, he will most likely become the target of a police manhunt. Good luck to him.

No matter which mission is selected, have a little fun with the party if they suspect Blum is a disinformation officer. Do not crush their suspicions, but instead let a little doubt plague them.

Papers: They have <u>real</u> ID papers. They are registered papers with the state in Karl-Marx-Stadt with authentic fingerprints and signatures on file. It will be nearly impossible to prove the characters are not East German workers unless they fail under interrogation or blunder away information by action. The travel permits (required to ride the trains) and the right-to-seek-employment papers are very good but will fail on a Perception Roll at −8 (quick inspection), −5 (determined inspection); with Forgery as a complementary Skill.

Discovery Without Capture: If the character(s) do something that is suspicious or criminal (God forbid), the later repercussions may plague the mission. Car theft, bicycle theft, robbery or other conventional crimes will trigger a police search with detectives and Polizei from the local district (Schwerin). Murder of any kind is worse, and assault or murder of state security officers or East German army personnel is enough to alert KGB second section (Directorate of State Security), as is <u>any</u> serious suspicion of <u>Foreign Agents</u> by police or local authorities. See the Polizei and Counterespionage sections for details.

Exfiltration: The second border crossing is nicer because it does not compromise the consular offices (which would have to close after assisting such obvious espionage). But it is risky, and the mission team would certainly run for the consulate(s) if the mission became high priority, or if they felt the risk of failure at the border is too great. If compromised, they will be running for exit points against an alert and ready border guard supported by agents of state security.

Selecting The Mission

Listed below are the various choices for the mission scenarios. Each mission has slightly different attitudes and subtleties which should add more depth to the mission. The "Dress Rehearsal" is a good mission for first time players, and should go through the motions of the mission without placing too complicated a situation in the GM's hands. It is by no means an easy mission, but it is not as "heavy" as the standard mission(s).

You should probably select the standard mission for your regular players, as it balances dangers with rewards in a better fashion for the more skilled player. It also has a better chance of being blown, which precipitates a rather complex exfiltration situation.

The Double-Cross scenario is for those of you GMs who think this is all too easy, and really want to mess over a bunch of poor unsuspecting characters. You really have to be a nasty guy to spring this one on your players. However, it is a great revenge scenario for you GMs who want to do in a particular player or group of players who have been tearing up your nice, neat campaign.

Mission Types

The Dress Rehearsal: This mission presupposes a later, more difficult mission in Eastern Europe. The nature of the current mission is a "look-see", low-priority, low-danger operation. The only danger is the actual border crossings (in <u>and</u> out). The site "should" be little defended, possibly only a few soldiers from a garrison regiment (40 max., all second line Soviet troops). The site should be of nominal importance; i.e., secret bunkers for a forward supply base in the next war or a clandestine command post for operations against West Germany, but nothing of any shocking importance. This mission should be DRY/Low Profile/Low Priority; however, to spice up the mission, the GM may increase the priority (i.e. the command post is in use) or possibly DAMPEN the mission <u>slightly</u>.

Recommended characters: 50 – 65 pt. "Beginners"

Standard Mission: In the "standard" mission, the team is being sent in to reconnoiter the factory based on the arrival of the railway cars (see Player's Briefing). The nature of this mission is moderate priority, low danger, with an accent on careful examination of the factory site. Besides the border crossing (in and out), the danger point of this operation is the factory. The factory will have a standing guard of 20+ men, supported by sensors and security systems (see LK2 section) with a back-up of 40+ off-duty troops. All guards will be drawn from GRU security regiments with some vehicular support (Jeeps, trucks).

The factory is in fact a cover for one of three secret operations (GM's choice).

1) Chemical Weapons Deployment Lab: In this scenario, the railroad cars are actually chemical tankers. The facility takes raw Chemical/Biological Warfare (CBW) ordnance and preps it for special uses in a next war situation. There are (3D6) scientists working at the facility. They are engaged in research, development, and preparation of various chemical and biological warfare agents. The GM should feel free to invent the exact nature of the chemical or biological agents. The scenario could be expanded with more detail about the weapons, or possibly connections to laboratories in other locations.

Choosing this mission does not affect the briefing information. In fact, the whole start of the mission will be the same, with the difference due to the mission choice only becoming apparent when the characters are gathering information in Ludwigslust. There are potentially some drastic consequences if the characters inadvertently (or otherwise) release chemical or biological agents at LK2.

2) Terrorist Support Facility: This facility transfers ordnance and equipment to forces like the Red Army Faction, the Baader-Meinhof Gang, etc. Limited training and briefing facilities are also concealed. The GM may choose to make things a little more interesting by making the facility headquarters for a subversion effort aimed at the Social Democratic party of West Germany, containing 2D6 Terrorists and (1D6-2) Instructors. In any event, the railroad cars make no difference to the mission.

An expansion of this mission could have the agents investigating terrorist/espionage activities in West Germany based on information found at LK2. In

such case, the GM would have to prepare some information ahead of time; specifically, some meeting or contact points inside West Germany, the exact nature of the terrorist activities, etc.

3) **Concealed Missile Base:** This facility is a secret launch site for SS-22 short range ballistic missiles with <u>very</u> accurate warheads. These missiles are targeted at the U.S. Nuclear Weapons Depots in West Germany. In a "next war" situation, these missiles will destroy the depots with direct hits of mixed chemical/conventional warheads, i.e., avoiding the use of nuclear weapons. The railroad cars are cylindrical launch tubes for the missiles. The facility has 3D6 Soviet Army Missile technicians to provide installation and maintenance of the missiles.

This mission could be complicated by the addition of new technology involved in the missiles, so that the agents might want to get copies of the plans or even take a small guidance mechanism back with them.

All of these missions are DRY/Low Profile/High Priority

Recommended Characters: 60 – 75 pt. agents

The Double-Cross Mission: In this mission, the "defector" that provided the photos (see Agent's Briefing) is actually a KGB disinformation officer. The mission is screwed from minute one, but thus the Soviets wish to catch the spies "in the act." Thus, the border crossing will be as easy as possible, and until the team is in the vicinity of the factory, no intentional attempts at capture will be made. However, once in the town or around the factory, all the rules change, and a massive KGB/Vopo/Polizei search and Army units are triggered. All covers are "blown" at this point and the Active Pursuit rules should be used.

Along the way, the characters will be followed by a KGB agent and a backup Vopo surveillance team. Of course, they know where the agents are headed, so they don't have to follow too closely (-5 to Shadowing Roll to spot, roll once per team every 4-6 hours). Local polizei have not been notified, so they may still try and check papers. If the local polizei is giving the characters a very bad time (or seems to be on the edge of bringing them in for questioning), the KGB agent will intervene as subtly as he can, flashing his ID to the polizei, compelling immediate obedience.

This mission starts DRY/Low Profile/High Priority just like the Standard mission. Once blown, this mission is WET/High Profile/High Priority, although not by the character's own making.

Recommended Characters: Minimum 65 pt. agents, 75+ pt. veterans OK

MISSION START

Once the characters have been thoroughly briefed and prepared for the mission, they will be put on a flight for West Germany. The GM should pick up the thread of the narrative here, describing the flight overseas. I recommend British Airways or Lufthansa into Bramschweig or a local flight from Hamburg, or perhaps a 737 or Folker STUL.

The characters are picked up in Bramschweig by local agents driving one (or two) Volkswagen Vanagons. They are driven north on the old Luneberg road (pre-autobahn road system, 2 lanes each way, no divider) for 35 km (approximately 20 minutes) until the road merges with Road 191, which branches off east at Uelzen 20 km further north (approximately 12 minutes). The driver will tell the party that Road 191 used to be the road to Ludwigslust and Parchim in the Schwerin region before the Russians came and tore down the bridge at Domitz over the Elbe.

He stays with R191 out of Uelzen as far as Dannenberg (town of 5,000) on Jeetze River, a moderate, north flowing feeder of the Elbe (45 km, approximately 30 minutes). From there, the route switches to a local road (one lane each way, plus passing lane) which heads southeast through three small towns (population approximately 1000) and across the Gartow river and on to Schnackenburg (40 km, 30 minutes), a town of approximately 1000 people at the junction of the Aland and the Elbe rivers. To the north, across the Elbe, the wire can be seen down at the water's edge, and again further inland. "That is the East", is driver's only comment.

The van drives 2 km outside of Schnackenburg to a working dairy farm. The road winds back behind the farm work area about one kilometer, to an older structure on a low rise in a stand of trees. Looking out at the Aland River to the east is the original farmhouse, which has been abandoned for about 10 years. It is a two story manor house with 8 rooms centered about the great fireplace and chimney. The Technical Services Section has sent two operatives with the field controller to open up the house and stock it with food and linens for the mission team. The living room (downstairs) has been converted into an operations room complete with maps. The room also has a special communications setup to talk to Langley via landline to the embassy at Bonn.

The field controller, who shall remain unnamed in the interest of security, states that after lunch the team will take a walk with him to look over the border around the crossing site. One of the techs is a fair cook, and a meal of hot beef stew and dark beer is served. This is appropriate as the weather is barely 17° C (63° F) with a moderate afternoon wind. Puffy white cumulus clouds are scattered in the clear blue sky.

The walk is about 6 km, and the controller should instruct the party to leave their backpacks at the house, as this is only a reconnaissance. This walk should familiarize the party with the North German terrain. This area is representative of the terrain the agents are likely to encounter, especially around LK2.

The area is an open terrain of rolling ground not exceeding 50 ft in height (in general). Stands of

trees are common, primarily oak or other hardwood, with copses of white birch not out of the ordinary. The meadow areas are grassy with a few thickets, often of berry thorns. Everything is still quite green. Streams are encountered about every km or two, most small and running in small depressions, with rare gulleys containing moderate water courses 2-5 m across and 1/2-2 m deep. Line of sight is about 1500 m, improving to 4000 m from the high points, before trees obscure further view. Dirt roads are common at 1-2 km separation with farmed roads connecting all towns and villages as well as running out to local farms.

On a rise about 2 km from the crossing point, the controller should stop the party and point out the border, passing around his binoculars (refer to the map in the Agent's Briefing). He should point out the tower first, then the wire, and then the trail in the minefield. After about 20 minutes, the party should head back to the house. Total time: about 3 1/2 hours.

Rest time is provided until dinner, which is chicken with potato pancakes and coffee or white wine. Over dinner, the controller will tell the party (in German) that from this point on only German is to be spoken, and they should begin settling into their covers.

After "abendessen" the party is given their field briefing, which includes the weather forecast. The GM should use this as a guide, and may choose to alter the weather to make events more interesting. Note that a rainstorm at the right time could definitely aid the agents (or hinder them).

Weather Forecast

Tomorrow night....clear, blustery, cold (4°C) (Ops night)

Day 1............blustery, high clouds, cold (11°C)

Day 2............wind slacks, overcast, cool (16°C)

Day 3............rain, light wind, cool (15°C)

Day 4............clear, blustery, cold (11°C)

Day 5............clear, light winds, very cold (0°C)

Possible freeze night 5 or 6
Possible second rain front day 8-10

The party is to rest well into the morning, discussing the mission in late morning to improve coordination. At about noon the party is to walk into Schnackenburg as travellers (i.e., with pack) and get "mittagessen" at a small hofbrau to practice under semi-real conditions. While at lunch, have them all roll 3D6; on an 18 a flaw in that character's style has revealed itself. He must now be extra careful (EGO Roll) whenever he is under scrutiny or that flaw will cause an additional +1 to the Perception Roll of others to see through his cover.

Returning from this walk in late afternoon, the party is to rest until 2000 hrs. while the techs pack their kits with their clothes and supplies. Each camera has 2 extra rolls of film (24 shots per roll), and each character is issued 100+(1D6x50) East German marks (Ost Deutschemarks) and his papers. A meal is then served of wurst and vegetables, and at 2300 hrs.

the party moves out to be in position at the rise, to cross at 0230 hrs. Random searchlight sweeps should be seen at the border. The controller says that he will wait here until dawn to observe the party and, if necessary, render aid.

BORDER CROSSING

At 0200 hrs, the party is about 2 km from the border. The controller is in position to monitor the team's movement. Compasses set, watches synchronized, the party moves toward their last position of cover. Time of movement: 20 minutes. Time is now 0220 hrs.

At this point, the party enters the west edge of the Border Map. From here, move the party by turns on the map, checking the Border Crossing Encounter Chart on Segment 1 of each turn. As long as the wind is strong and the search light is off, the party should run (not walk) to the hex short of the minefield. This is to reduce the chance of the wind dying or of the guards noticing several small hints of the approach of the party.

The minefield area (12 hexes wide) is the most dangerous. This sequence should not be handled by placing counters or figures on the map. After all, it's dark, and the agents won't know exactly where they are. Putting figures on the map would give them a false sense of security. The object here is to make the players sweat with uncertainty about their exact position, and whether or not they're about to crawl over a mine.

The party should crawl (1" per phase) about 10 meters to the right (north) of the trail, perceiving on their phases. If an entire turn passes in which a character fails his Perception Rolls, he has drifted out of the safe corridor. Off of the safe path, each new 1" hex he enters in the minefield will have an antipersonnel mine in it on an 8 or less (3D6). This rule applies if a character moves through any other mine hex except the clear path. The AP mine will do a 3D6 killing attack to the poor bastard who tripped it, and do 3 separate 1D6 attacks of OCV 10 at -1/1" versus any character within the same minefield hex or any adjacent hex. Remember: Characters are sneaking prone as carefully as they can and Blam! DCV 0, +4 if prone vs shrapnel explosions. You can't duck something you can't see.

After the party crawls through the mines successfully, they are then faced with the wire. (Of course, if spotted outside the wire, or blown up by a mine, this is moot as the mission would be "blown.") At the point where the trail reaches the wire, one can see that the inside strands of barbed wire have been tied up to the post to clear a path through most of the wire. The character's main concern is defeating the outer three strands of wire. Only one character can work on untying the strands (DEX Roll to untie each one, one per phase) as well as retying them to avoid detection (same as to untie).

The characters may try to crawl through the wire instead of defeating it. In this case, each character who tries to crawl through should make a DEX Roll. This roll is at -3 if all three strands are in place, -1 if only two are in place, -0 if only one strand. In addition, the roll is at -3 if the character tries to crawl through with his pack on. Passing a pack through is just like a person, with the passer making the DEX Roll and this takes an additional phase.

A failed roll means the person (or pack) is hung up on the wire. This is an entangle with an immediate 1D6 Normal Attack. Attempting to free an entangled character is a DEX Roll at -1 with plusses equal to Dex/5 for each character that helps. This takes a phase. A failed roll entangles the character (or pack) worse. Add 1D6 to the attack by the wire and roll damage. In addition, the next "free" roll is at a -1 greater than the previous attempt. This "try-fail-damage-try again" procedure may be attempted each phase until the character is freed (hopefully). The max entanglement is a 6D6 Normal Attack with no limit on the minusses. Sufficient minusses to make the "free" roll impossible means the character (or pack) must be cut out with wirecutters.

Once through the wire, the party should move straight away across the 200 meter clear zone to cover. Of course, being detected on this side of the wire is nearly as bad as any other detection. Hopefully this is not the case, but if it is, direct your attention to the appropriate "If Detected" section of the Encounter Chart.

In a rash case, the character(s) may elect to kill a man on the ground with their knive(s) to prevent the sounding of the alarm. Simply entering the tower hex undetected is sufficient to allow a segment 12 (surprise) attack. STUN is doubled in this circumstance. A Stunned guard must make an EGO Roll to sound the alarm and an unconscious or dead guard cannot alert his compatriots. He will not be missed for 10 turns, and (on 11+ guard in tower rolls Perception; if made, notices buddy is gone too long) of course, such an assault will be reported to higher ups. State Security is considered alerted by early morning Day 1, as is the Polizei (see Polizei rules).

Border Encounter Chart

3D6 Roll	Encounter
3	Bored guard lights cigarette
4	Vehicle patrol
5-7	No Effect
8	Man on ground 3D6 turns
9-12	No Effect
13	Wind dies 1 turn
14-18	Searchlight

Notes

Detection:

1) Guard on ground: If the characters are in the "tower" hex, they will be spotted on a roll of 8 or less each phase. If in adjacent hex, characters are spotted on a 5 or less. The roll is -5 if the characters successfully make Stealth Rolls, +5 if they make a full move (basically, running), +10 if the characters make a non-combat move (or Acrobatics, etc.).

2) Guards in Tower: Without the search light, the men in the tower can only detect activity in the upwind 60 degree arc, but do so on a roll of 8 or less, -1 per 2 hexes. If the wind has died, the guards spot in all directions by sound on a 5 or less in hex, +1 one hex out, -2 per hex thereafter.

3) Searchlight: If the searchlight is on, the beam will sweep through one strategic hex (12 hexes across) during a turn. The beam will sweep out a new, adjacent strategic hex in a random fashion each

phase. If a character is somewhere in a strategic hex so illuminated, he is spotted on a roll of 8 or less, -5 if he has made a Stealth Roll or -2 if he's prone, +5 if he made any movement other than a crawl, +15 if he made a noncombat move. Don't worry about exactly which hex the beam is in; it's sweeping through the entire strategic hex in a random fashion, which is why the chance to spot the characters is not higher.

The searchlight will traverse the area of the minefield. Roll 1D6: 1,2 is the southwest arc; 3,4 is the west arc; and 5 or 6 is the northwest arc. The searchlight will start 1D6+2 strategic hexes from the tower, and then sweep through an adjacent strategic hex each phase, for a total of 2D6 turns.

Vehicle Patrol:

Roll 1D6. On a 1-5 it is a 1/2 ton "Jeep" type vehicle; on a 6 it is BTR-60 Armored Personnel Carrier. This patrol travels the dirt track all along the border. The vehicle mounts a searchlight and illuminates the wire as it travels. Four border guards, one driver plus one NCO are in the patrol. On a 1-4 on 1D6, the vehicle stops for 2D6 turns to talk to the men in the tower. If they see or hear something suspicious, the spotlight is turned to search that area for 1D6 turns, starting at range of detection.

"Spotted":

If the characters are spotted, three situations apply.

1) Outside the mines: The guards will yell out "Achtung! Vas ist los mit du? Raus!" (Hey! What's

wrong with you? Get out!) i.e.: stay away from the border or we'll machine gun you.

2) Inside the mines to and through wire: "Achtung!" and if there's no immediate sign of surrender, one burst of machine gun fire. Further action is to try to capture the characters, or machine gun them if they're running for the West.

3) Inside the wire: No questions asked. One burst of machine gun fire to one side, then if there's no immediate surrender, the guards will shoot to kill. However, the guards will not fire beyond the 200 meter clear zone.

If the characters are spotted by a guard on the ground, panic ensues as he tries to simultaneously button his fly and level his rifle while yelling to a buddy in tower.

If spotted by a vehicle patrol, vehicle machine gun fire will suppress the characters if necessary until 4 men are in a position to capture them.

BREAKFAST IN POLLITZ

If all is going according to plan, at about 0600 hrs. on Day 1, the team will approach with intent to enter Pollitz, a charming little town with the typical German crowding (done to conserve land use). The working population will be rising, with a small group congregating at the Ratskeller on the town square. Use the Village Encounter Chart, ignoring #12. Result #2 can be avoided. Also roll on the Ratskeller Chart for locals, employees, and police. Remember: From this point on, encounter checks should be made, with positive checks being rolled on the appropriate chart.

For purposes of description, the "Rahts" is a small, cloistered eating place that is heavy on wood panelling and low dividers, with ten small tables placed too close together for comfort. There is no counter per se, just an access to the kitchen with a short bar for beer service later in the day. The place reeks of fresh ground coffee and is comfortably warm after the night air.

Curious locals, Informants, or Police will subject the party to a cursory examination. This is a Perception Roll at −5, modified only by possible flaws in the disguise. Remember the roll in Schnackenburg? Roll again (each character 3D6) on a 17 or 18 another flaw in the cover surfaces which can only be concealed with a successful Ego Roll. Otherwise, cover is perceived at +1 (possibly in addition to an earlier flaw).

If the Perception Roll is made, the character with the greatest flaw(s) will be immediately suspected, and shortly thereafter the entire party will fall under suspicion. "Curious Locals" will do nothing, just act differently. Informants, Police (and soldiers in later encounters) will alert authorities to such suspicions (see Polizei rules). In addition, a policeman so perceiving will ask to see papers ("Seinen papeiren, bitte?") and will do a cursory examination (see Checking Papers).

The breakfast meals available cost from 6-10 OMarks with eggs, biscuits and potatos. Sausage is available as is a small beefsteak, but they add 5 and 10 OMarks to the bill, respectively.

Pollitz to Seehausen

Leaving Pollitz at about 0700 hrs., the party will move out on the Seehausen road. Use the Indirect Road Encounter tables as long as they are on the road. At about the 5 km mark, the road crosses a minor railway (about 1 hour's walk). If the party so chooses, they may walk up the railbed, crossing the Aland River on a small bridge toward the main trunk rail line (distance of about 8 km, time about 90 min.).

Use the Indirect Road Encounter chart, ignoring the Road Block and Road Closed results. The Police Vehicle result is instead a passing train. On a successful Perception Roll backed by a successful EGO Roll, the train crew thinks odd of the party and reports their presence to the Polizei in Wittenberge (if north bound) or other towns (if south bound). In either case, modify the Preventative Maintenance Chart (See Polizei and Counterespionage rules.).

The party may instead choose to continue down the Seehausen road (approximately 8 km, about 90 min.) to the main trunk rail line. They may then turn north toward Wittenberge, walking about 5 km (about 1 hour) to the main rail bridge across the Aland River. While walking along the main trunk use the Direct Road Encounter chart, ignoring Road Block and Road Closed and substituting Train for Police Vehicle. The same Perception/EGO Rolls are to be made for these train crews, with the same results as before. 2 km (about 20 minutes) north of the Aland bridge, the minor rail line runs into the main trunk, and the trunk continues north to Wittenberge (about 6 km, 70 minutes) via the rail bridge across the Elbe River.

Finally, the party may choose to continue along the Seehausen road all the way into town. This may be to get on Old Road 189 to Wittenberge and points north, or to catch the train directly to Ludwigslust. In either case, the party should check once (10 minutes) for an encounter using, of course, the Town Encounter Chart.

As they have been walking for the past three hours, they should be encouraged to refresh themselves, especially if they intend to walk on to Wittenberge (about 16 km further, about 3 hours). This is appropriate as it is about 1000 hrs., a convenient snack time. Remind the characters to be careful, however. The Polizei are curious of anyone asking a vendor for a Coke! (Fruit, especially apples, cider, milk, coffee, or tea are most appropriate. Charge them a mark or two.)

Seehausen is a town of over 5,000 people with a scenic placement alongside the Aland River. Besides the road to Pollitz that the characters are on, Old Road 190 comes in from the west carrying traffic (mainly lorries) from Salzwedel, and Old Road 189 comes in from the south (Magdeburg and Stendal) and continues north (to Wittenberge and Pritzwalk). This Old Road 189 is the route for the characters. As said before, this is a three hour walk to Wittenberge. Use the Indirect Road Encounter table. If they get on the train, go immediately to the Train section, adding 2 encounter checks (about 20 minutes) and one stop (Wittenberge) to the time on the train section.

Wittenberge

The approach to Wittenberge should be played up as much as possible, as Wittenberge has several points of interest from the south. First one sees the steeple of the Lutheran Cathedral, the highest point in town; then, shortly thereafter, the entire town comes into view. At over 15,000 people, Wittenberge is conspicuously larger than Seehausen, and the massive Elbe River does nothing to reduce the impact.

The best view of town is from the large girdered bridge connecting Road 189 across the Elbe. From here, barges on the Elbe are seen, mainly heading upstream (east). The junction of the Stepenitz River with the Elbe can be seen just to the right (east) of the second local bridge across the Elbe. If the characters are walking the rail line (or on a train), the view is similar, although the upstream view is greatly obscured by the road bridge.

As it is now 1200–1400 hrs. for walking characters (train-bound characters are on a different schedule), lunch is probably high on the agenda. If they choose to eat in a restaurant, use the Ratskeller chart, with a charge of 6–10 OMarks for the meal and 1–2 OMarks for each beer. The party may instead set up in the town square (near a park bench or some such) and make a cold lunch, buying only refreshments from a local vendor. Note that schnapps in a public park would be frowned upon. For characters interested in the train, the station is on the east side of town (about a 10 minute walk from the square).

On Foot to Ludwigslust

Leaving Wittenberge, the party follows the Stepenitz River to the northeast, via Road 189. This is an 18 km walk (about 3 1/2 hours) to the town of Perleberg, a town of 10,000 straddling the Stepenitz River. This is also the junction of 189 with the Old Berlin highway, Road 5, a heavily travelled road to Ludwigslust, and then on west to the border at Laurenburg (in the West).

The party will probably get a room for the night in Perleberg, as it is about 1600–1800 hrs., with darkness rapidly setting in after 1800 hrs. Of course, the characters will have to show their papers to get a room (cursory examination by manager), and this will cost them 15–25 OM each for shared rooms in a worker's hostel. In more expensive rooms, an electrical heater will ward off the cold; in a cheaper room, a small wood stove provides heat.

If for some reason the party decides to camp outside of town, check regular encounters (using only Police Vehicle as a result) on the Town Chart. The Polizei would be suspicious of any such camp, spotting it with a Perception Roll (−3 at night) and immediately checking papers (carefully) to determine what the party was doing there. In any case, the party names will be reported as unusual. This should be noted on the Polizei alertness list.

Leaving Perleberg after breakfast, the party heads out on Old Road 5, walking about 14 km (2 3/4 hours) to Karstadt, arriving at mid morning. From there, the party crosses the Locknitz River and continues on to Warnow, another village of about 2,000 people. This being a 19 km walk (about 3 1/2 hours), the party will probably take lunch here, although they may have eaten along the way. Ten kilometers further (about 2 hours) the party reaches

Grabow, a town of nearly 5,000 people along the North Elde River. From here it is 12 km (about 2 1/3 hours) to Ludwigslust. If they press on, the party should arrive in Ludwigslust at about 1830 hrs., just in time for the traditionally late German dinner.

Encounters should be checked along the entire trip, remembering to check whenever entering towns and villages. Only characters with a REC of 6 or greater will not be thoroughly fatigued after this long and gruelling walk, unless they have an END of 30 or greater (a special case).

Ludwigslust

For a town of approximately 10,000 people, Ludwigslust is a busy place. Sitting on the Rognitz River, Ludwigslust is the junction point of the transportation network in this part of East Germany. Besides river traffic north to Schwerin via the canal system, Ludwigslust is the intersection of Old Road 5 with roads 106 (to Schwerin) and 191 (to Parchim and points east), as well as being a major yard for the railway system. All this will lend an air of business to Ludwigslust during the day.

The characters will probably wish to get a room in a hostel or hotel to allow rest from their travels and a base for operations. Encounters should be checked, as usual, unless the characters retire to their rooms to rest. The party may wish to ask questions of locals about LK2, perhaps under the guise of seeking employment. This will cause no undue attention, but the characters will be directed to LK1 north of town, as it is common knowledge that LK2 is "closed." Specific questions about LK2, should the characters persist, will gain information about the guards and surrounding terrain, but may cause the locals to become suspicious of the party. Conversation Skill is, of course, appropriate.

LK2

At this point the characters begin the examination of LK2. The various facets of the specific mission the GM has selected should begin to surface. In any case, the characters should be able to discover the approximate number of guards, as well as the calibre of the guard unit. Perhaps the guards are barracked in town, or the lorries carrying the change of guard pass through town at regular intervals. On-site examination or proper questioning of locals should yield this information.

Once the general nature of the security has been discovered, the party may find out supporting information to whet their appetites for the actual infiltration. Following is a list of such hints based on the various scenarios.

Dress Rehearsal: The site may have been visited by Red Army officers in the last few months, and locals noticed them in the bars or staying in town (8 or less chance, each local questioned). Perhaps a convoy of lorries will pass through town to LK2 to offload crates (as yet unknown contents) or a signal intelligence truck (with RDF gear) has parked out at the factory under a camouflage cover.

Chemical Warfare: The locals may (8 or less chance, each one questioned) have seen scientists under army guard driving out to LK2, or the party might observe

their movements around the factory site. The characters might even encounter a scientist in one of the local taverns. This might lead to a possibility of infiltration by disguise, or a scientist might defect if approached properly. The possibility exists for the GM to expand the scenario considerably.

Terrorist Training Site: Locals may (8 or less chance, each one questioned) have noticed a carload of "brutal, cruel looking thugs" being taken out to LK2, or perhaps one of the instructors likes to come into town to visit a woman. Worse yet, an innkeeper may have seen an instructor meet in town with "a Russian" (KGB Agent). Observation of the site will reveal no railway cars, and in addition, in early morning hours, the observing character might see the trainees out for morning calisthenics. Once again, the characters could encounter some of the terrorists in town for some entertainment, leading to even more devious and intricate possibilities.

Concealed Missile Site: Locals may (8 or less chance, each one questioned) have seen a lorry full of soldiers drive out to LK2, or maybe a launch control trucks drive through. Examination of the site may reveal 2-3 launch control trucks under camouflage covers hidden in the trees on the site, or perhaps the missile crewmen may be seen moving about the rail sheds (to do routine maintenance).

Double Cross: A rare local (6 or less chance, each one questioned) may have noticed the activity "somewhere towards Domitz" of a group of BTR-60 wheeled APCs. Careful observation of the site should reveal nothing unusual, but a reconnaissance of the woods around the factory might reveal vehicle tracks, or even worse, a camouflaged bivouac of the East German Commandoes. This should not be easy to find, nor should the full impact be revealed to the party.

Note that the characters would be followed and observed very closely at this stage, so their chance to observe this becomes higher (Shadowing -3 once every few hours or -2 when they ask). The longer the

characters stay in town, the more likely that locals will notice the increased level of Polizei activity, and start to become nervous, which might be noticed by the characters.

Sneaking Into LK2

At some point, the team should attempt to penetrate the perimeter at LK2 to examine the interiors of the buildings and railway sheds, or to observe closely any vehicles they have spotted. This should only be done after adequate observation of the site to determine position of guards. This will take 6-8 hours to do properly, but will yield valuable information.

At any given time, two or three guards will be at the road gate, two or three pairs of guards will be walking the perimeter or sitting in one of the stands of trees near the perimeter. The remaining on-duty guards will be dispersed to the various buildings or the Railway sheds, or just sitting around the offices. These guards are creatures of habit, and especially at night, they will stick to prearranged routes and schedules.

The "clear time" at any given spot will be about five minutes between guards, so the players will have to act fairly quickly (though quietly) to avoid being spotted. Unless any team members have Unluck, the guards are easily avoidable once their schedules have been observed. If the team attempts infiltration without this careful planning, they should inevitably encounter a group of two to four guards within 50 meters of the perimeter. Such ill-planning deserves exactly what it gets—a blown mission.

As one would hope that the mission team is more competent than that, their next obstacle would be Security Systems. Generally, the East Germans would depend on their guards for security, but if the GM wants to make the mission more difficult, a trip wire outside the fence could be added (not in the Dress

LK2 Overview
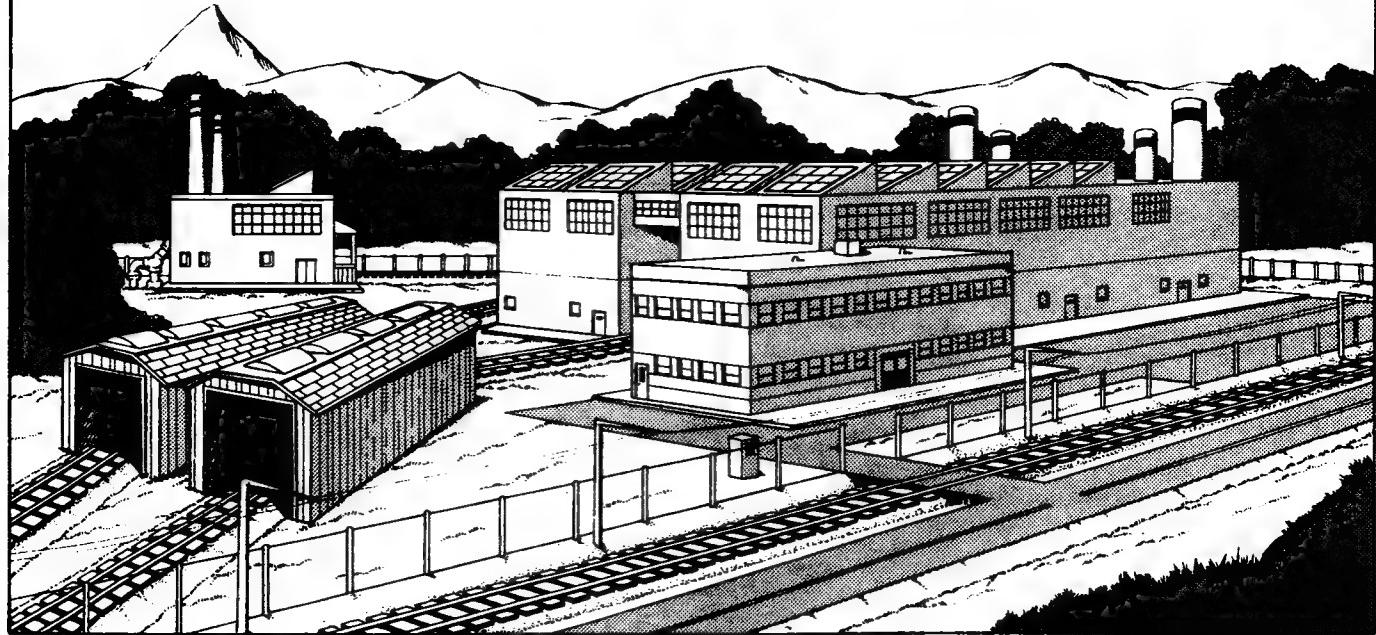
Rehearsal). This may be defeated by a Security Systems Roll with Perception as a complementary Skill. Characters with Climbing Skill will have no problem with the fence; the rest of the party needs to make a Dex Roll to climb quickly. A one turn delay results from a failed roll.

Once over the perimeter, the party may approach the various buildings in the compound. Hopefully, darkness is the ally of the infiltrators. A broad daylight approach will inevitably be spotted by the guards at the buildings. With darkness, things are considerably easier. Spotlights shine out only around the office building, which houses the guard HQ, as well as the residences of any personnel assigned to LK2 (i.e.: scientists, terrorists, or whomever.) Dim lights illuminate the doors to the other buildings, casting pools of light of only 10 meters radius.

LK2 Descriptions

The Auxiliary Power Building: This is a steam power plant designed to supply industrial steam to the factory as well as emergency power. Entry can be gained by windows or by passing (defeating?) the guards at the loading dock. There are no lights in the structure, and when examined, the power plant has not been used for some time. If the characters do not confront the guards, there is no chance of encounter.

The Railway Sheds: These corrugated steel sheds are more difficult to enter, with only the doors at each end (large and heavy) or the side entrances (which are guarded). The large doors will make considerable noise when opened unless oiled beforehand. If the characters can determine a way to get in (defeat the guards?), they should find the rail cars mentioned in the mission description, two per shed. Of course, in some missions there are no rail cars.

The Welding Sheds: These are open-air sheds covering large work tables. Their convenience has caused their use by whomever is at the secret base. Weapons cleaning by guards or terrorists, laboratory equipment drying after cleaning, tool storage by missile crewmen; any of these clues should be discovered by the party in a fashion to lead them to Factory Building #1.

Factory Buildings: These large buildings can be accessed much in the same way as the auxiliary power building, by windows or past guarded doors. Particularly clever characters may discover the ladder to the connecting catwalk bridge between the two buildings. By entering in this manner, the party can neatly avoid detection by guards and gain access to both buildings. The ladder and catwalk bridge are steel, so care must be taken not to make noise. Only characters moving 1" per phase or less can be silent without a Stealth Roll; moving faster, characters must make a Stealth Roll -1 per +1" of movement. A running character on the catwalk must make a Stealth Roll at -5 to be silent.

The #2 Building is large and cavernous, with most of the machinery removed or crated up for transport (done when the plant was scheduled for modernization). The floor is a concrete slab, quite dusty and obviously little used. The only light is that which reflects in through the dusty windows from the office building.

Building #1 appears much the same as #2, but with a disquieting aroma that only a 1/2 Perception Roll will clarify. If such a roll is made, inform the

character that the smell is that of something alive (i.e.: people or animals).

Moving down onto the factory floor will create a game of cat and mouse between the characters and an attack-trained German Shepherd. The dog is a silent-attack dog (i.e.: trained not to bark); thus, it should be considered to have Stealth on a 14-, which with the darkened conditions means that only a lucky Perception roll (-5 in addition to any Stealth mods) will allow the character(s) to actually see the dog to use their full CV or make any offensive move (including martial throw).

The dog has the following characteristics:

ESPIONAGE	MSPE
STR: 8	Damage: 2D6+3
DEX: 17	CON: 12
CON: 8	Speed: 13
BODY: 6	
PD: 4	
SPD: 4	
REC: 4	
END: 16	
STUN: 14	
CV = 6	
1/2D6 KA	
10" move	

The dog will first use its movement allowance (10") to "Flying Tackle" a character, hoping to knock him down, then making a Killing Blow maneuver to bite at the neck or "torso" of the downed character. Remember, the neck is 2X Body hit location, but a -7 shot. Throughout the fight, the dog will be effectively silent, but the sounds of any combat may alert a guard (-3 Perception roll each time his phase comes up). This assumes no mass destruction by the combatants. Guards would inevitably hear a crate pushed over or some such noise.

If they get past the dog with their nerves intact, a careful search (lasting 20-30 minutes) will reveal the false flooring panel (packed with soundproof foam). This is the cover for the "concealed facility," if the scenario calls for one. Otherwise, it's a hidden bomb shelter.

If an 8 or less is rolled (3D6), someone is in the concealed facility. They would probably stay there for about (1D6x10) minutes before leaving. Of course, the characters might attempt to surprise them in the underground facility (it is, after all, soundproof). About 1/3 of the scientists would be working at such a time, but if the terrorists are working late, all of them will be there. In the "missile" scenario, you might want to have some missilemen in the rail sheds.

In the Double Cross scenario, the guards have been told to let you come over the perimeter, but as soon as they spot party members on the factory grounds, the signal will go up. Nothing subtle, probably a hard flare or some such. On this signal, the assault platoon (three groups of 10) will enter the compound via the road gate, the wire behind the Auxiliary Power building, and the wire north of Building #1. The guards will attempt to get clear, forming up near the office building to await orders.

Obviously, the characters may become engaged or even under direct attack, especially in the Double Cross scenario. They should be given every opportunity to break off, as only in the Double Cross

scenario are the forces against the characters prepared to pursue them outside the perimeter more than a kilometer or so. Now, the characters may have more troubles back in town, but that's not as bad as all these armed guards. Particularly adept characters may have avoided contact with guards while on the site. Excellent! They should slip away easily as long as no alarm has sounded. This is what the team should do, but complications may muck things up a bit.

The Concealed Facility

In Dress Rehearsal: The main rooms are warehouses of small arms and ammo or an outfitted command post with radios and plot tables suitable for Divisional Command. The anteroom and offices are as shown. The offices contain documents describing the command post activities, and reveal valuable information about the structure of the local military forces.

In Chem War: The main rooms are specially designed laboratories with airtight doors and special ventilation. The labs have large tables of chemical synthesizers and computers. The files hold formulas, lab records, test results, etc., all very revealing.

In Terrorist Training: The main rooms are training areas, one of which is an arsenal, the other is a plotting room with maps and models of US bases in West Germany. The arsenal contains 20 AKM assault rifles, a selection of submachine guns (GM's choice, but pick things like Uzis, MAC-10s, etc.), grenades, plastic explosives, detonators, timers, fuzes, etc. The GM should make this scene very tempting for those characters who've been wishing they had weapons. Sure, grab some weapons if you want. There's lots of ammunition. But remember the consequences...

Concealed Facility

Individual Action

In the case that the characters attempt individual action to neutralize the base, the following clues should be made available to the character(s) inquiring.

Dress Rehearsal: Since the bulk of the facility is the concealed area under Building #1, fire is an easy way to destroy (or damage) the equipment stored down there. Physical damage is another option. Also, if anyone has Demolitions Skill, he might wish to booby trap any of the crates of arms and ammo stored down in the concealed area. Timers could be a problem; so a disturbance fuze is recommended.

Chemical Warfare: Destruction of the lab and killing the scientists will botch up the whole operation. However, the only permanent damage one can arrange would be a massive chemical spill from the tank cars in the rail sheds. Of course, this might be a virtual suicide plan as the tankers might be loaded with a fuming acid or oxygen-explosive reagent. Chemistry Knowledge would be quite useful here, or Biology Knowledge if a biowar agent is being used.

An explosion of the chemicals spilled in the rail shed would be equal to 25D6 normal with secondary explosions of 20D6 normal as the other tank cars blew up. The secondary explosions would occur 1D6-1 turns after the initial blast. In addition, the smoke from a fuming acid fire is a 4D6 normal attack (with no defense) inside the smoke cloud.

Terrorist Training: Killing the trainees would wreck the plans of the KGB, but a more thorough action would be to detonate the explosives stored in the terrorists' arsenal. The terrorists have 78 blocks of plastic explosives, which if set off together is a 4D6K explosion. The advantage of the blocks is that they may be planted in specific yields. Demolition Skill is, of course, required.

Missile Site: This is sort of a difficult one to sabotage, but these methods are recommended (Mechanical Knowledge would be helpful). Wreck the guidance trucks concealed on the site. Without launch control, the missiles cannot be fired. Physical damage to components is crude, but often effective. One should use a crowbar or other large blunt instrument on the delicate guidance package or the attitude thrusters. Or, if the characters like explosions, the fuel from the guidance trucks could be ignited to set fire to the missiles. Don't be in the neighborhood when they blow.

Double-Cross: In case you haven't guessed, this whole thing is individual action. Run for the border, run for a safehouse, run, run, run! The whole force of the KGB will be on you in a very short while.
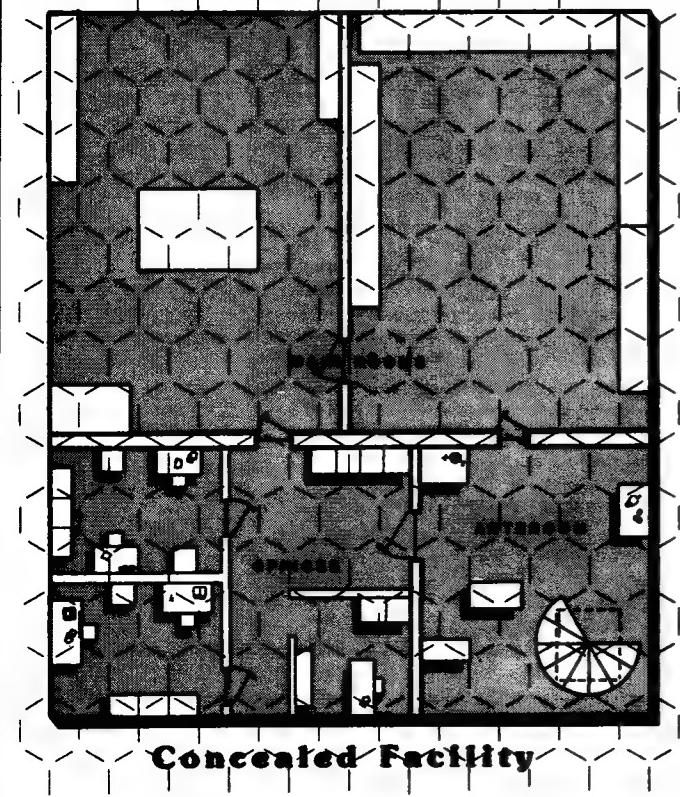
EXFILTRATION

At this point in the mission, the GM has to do some interpretation. There are many different outcomes possible, since the agents have so many possible choices. The GM must be prepared to improvise, especially if he has improvised before.

Depending on whether or not the mission is blown, the mission group will have various choices on where to go and how to get out. The GM should get out the map of East Germany (on the back cover) and, if possible, an Atlas of Eastern Europe that shows East Germany and parts of West Germany, Denmark, Poland, Czechoslovakia, Hungary and Austria. This may be absolutely necessary if the characters are on the run. Following are the various mission group choices.

Consular Offices

If the characters have not yet been detected as agents, they should go for the consular offices (trains are recommended). Movement across Germany will be similar to movement from Pollitz to LK2. The characters should do their best to look natural and not get into trouble. They've done well to this point; don't blow it for them unless they ask for it. Now, once they get into one of the cities with consular offices, things get tougher.

Use the Town Encounter chart, ignoring locals unless the characters are seeking to be sociable. More than likely, they will just be interested in the consular buildings. Consular offices are in their own building in town and are guarded by state security. To reflect this, put two state security men outside the door and two more up the street in a car. The embassy will probably have some friendly security inside the door, but they will not come out and help you. Likewise, there should be at least one clandestine entrance not immediately known to Vopo, but it would be sealed (locked) to prevent thieves and enemy agents from breaking in.

Recommended actions by the players are these:

Fool the guards. Distraction or temporary removal of the guards at the door should allow the agents to run in where they are safe. Unfortunately, the party cannot jump the guards in broad daylight and beat them senseless. This would be intolerable to the diplomatic types (and some lousy so-and-so might turn the agent(s) responsible over to the Vopo).

Break In. In the dark of night, try to break in to the consular offices. This has the additional problem that the security inside the offices may mistake the players for East German agents.

The most clever agents will use their Control Number to inform their controller that they are at such and such address and need "a ride." The consular agent would then try some subtle ruse to cover his driving out with a consular car to some local site and picking up the characters and driving them past the guards at the consular office (good chance). The only flaw in such a plan is that the control number may be blown (see Control Numbers), and Vopo and the KGB will show up instead of the consular agent.

Crashing The Border

The party can just return to the crossing point at Pollitz and try to sneak back across the same way they snuck in. The only problem with this is (besides the danger at the border), someone may recognize them as the same guys who were here last week with the story about travelling north. This would cause suspicion, and if the Polizei are suspicious, the character **will** be stopped and questioned.

Of course, the party can try some other border point to cross at. The only choices here are the official crossing points. Crashing the border wire without the knowledge one had of Pollitz is virtual suicide (remember those mines!). In any case, the official crossing points are of various types, as listed below.

Rail Crossing Points: There are three rail crossings from East to West in this part of Germany. These are at Lubeck, Laurenburg, and Wolfburg (near Braunschweig). Vopo is very thorough about these crossings, stopping the train about 500 meters from the border to check papers. Obviously, the agents do not have the correct papers to cross into West Germany, as they are disguised as mere workers. Thus, the party will have to discover a method to cross without being seen.

The border guards do walk the length of the train with sniffer dogs to look for riders while Vopo checks the interior. All trains run across the border only in the daytime, so hiding is difficult at best. Also, the border gate is watched by a tower like the one on the Pollitz border, so climbing on top is useless. Once the train has been searched, armed border guards climb on the outside ladders of each car and the locomotive, riding the 500 meters to the border, where they dismount as the train passes through the gate. A lone character might try substituting himself for one of the guards and then not jump off at the gate. This is risky, but it is the best option for a lone agent with Disguise Skill and some knowledge of military procedure.

Road Crossing Points: At the same places that the railroads cross the border, roads cross the border. These "check points" allow foot and road traffic, with separate corridors for each. To cross on foot, there is a pathway to the guard house, which is a large building with administrative offices in one end and the gate area inside the other. At this gate area the guard will search each individual for "contraband," in the process checking ID's and papers.

Guards are especially suspicious of foot traffic expecting East German citizens to try and bluff their way through. They are not prepared to deal with sudden violence, however, and a coordinated surprise might wrest away a weapon from a guard. There will be (1D6+4) guards (one a sergeant) in the guardhouse, but only two or three at the most will be within easy reach of the character(s), with the remainder behind the counter/turnstile or (rarely) out checking cars.

Road crossing is more difficult in some ways; for starters, you need a car. The gate is structural steel and is effectively uncrashable, as the approach is a series of switchbacks to prevent a running start. However, as long as the car has not yet been reported stolen, the guards will not be as suspicious of a car as they are of foot traffic, due to the status of owning a car in East Germany. The party will still need papers (which they don't have) to get

across the border legally. Hopefully, the party can maneuver a guard into a position where a surprise attack will incapacitate the guard and allow the capture of a weapon. A coordinated attack is required to do in the guards and open the gate (from the outside control booth).

The Warnemunde Ferry: This ferry runs from Warnemunde (near Rostock) to Denmark across the Mecklenberger Bucht. This large ferryboat (carrying cars and people) is of Danish registry, and thus is legally Danish soil. If the characters can manage to get on board, they are probably away and free. If they can time their rush to be just as it is ready to pull away, the Border Guard will not have time to react.

Note that the East German Navy would not try to stop the ferry unless they had very good reason: i.e., the characters have just driven up in a stolen car, they're armed to the teeth with weapons from the arsenal at LK2, and they massacred the East German border guard in a 10 minute firefight and then walked on board. This sort of thing would bring out the Volksmarine in force, complete with helicopters full of commandoes. Under most circumstances this would not be the case: if the characters beat up a couple guards and leap aboard at the last minute, the border guard would just report that a few "loyal" East German citizens defected to the decadent, imperialist West. Ditto if the characters swim out and climb the mooring lines at the last moment before the ferry leaves, even in a hail of gunfire.

To get aboard the ferry, treat the gate just like the foot crossing of a road border check point. If the characters choose to swim, these rules should be followed: Diving into the water is +3 to the guard's Perception Roll to spot you, but swimming under water is not noticeable. Swimming is at 1" per phase (base) and 1 END per inch. This is halved if fully clothed. However, the cold of the water is a 2D6 Stun only attack (with no defense) each turn (seg 12 during REC). If fully clothed, this is only a 1D6 Stun attack. The characters get no segment 12 REC if swimming underwater, and must surface to take any Recovery. The ferry is 20" from the nearest dock not guarded.

Running for Czechoslovakia: This tactic has unique advantages. While it does not help if the agents are actively pursued by Vopo, it is a way to throw off a general search for "unnamed foreign agents." Travel through East Germany by train is the recommended technique, with an ID check at the Czech border. A well played bluff may convince the border guard that the character, since he is seeking work, is travelling to Prague to work as a "Guest Worker" in the still successful Czech industrial center.

Conversation, PRE and EGO Rolls should all contribute to the character's success, as would Luck. If the character is only moderately successful with these rolls, perhaps Bribery Skill (if he has 100 OM or more) would help. This is risky, as previous failure will just get him thrown off the train; failed bribery will get him arrested. Of course, a well played character should have some advantage. Just don't blow all the rolls. From Czechoslovakia, an escape to Austria is easy, as is an Embassy run.

In the case of hot pursuit or injury or something else that would prevent the character from trying to get out of the country, there are always the control numbers.

Control Numbers: Each member of the mission team has three control numbers memorized for use in case of need to communicate with the agent network in the major cities of East Germany. The main use for these numbers is to set up safe houses in Rostock, Magdeburg or Brandenburg (or any other major city). As long as no party member has been captured and interrogated, the numbers are still a good risk.

When the agents call the control number, the first security check should be made. The GM should roll 1D6 and consult the following chart.

1D6

1.......Blown Controller: A Vopo agent will direct the calling character into a trapped safe house where he (they) will be arrested.

2-3.....No Answer: No one home, call back later (minimum 4 hours).

4-6....."Control" gives the characters the address of a safe house, and then sets the safe house to active status (i.e.: alerts the operator of the safe house).

Note that there is no difference to the characters between a blown controller and a real controller. The only difference is that on a blown controller, there will be an army of Vopo agents lying in wait for the unknowing characters.

Once the agents have been directed to a safehouse, they will have to travel across town (two encounter checks) or get to town (treat as travelling). When they're in the neighborhood of the safehouse, the second security check should be made. The GM should roll 1D6 and consult the following chart.

1D6

1-2.....House under suspicion: Any approach by the characters will be spotted by the Vopo surveillance, which will bring down the Polizei for the arrest. Very careful agents may spot the observers (Shadowing skill at -2).

3.......House member under suspicion: While the house is clear, one of the friendlies will reveal the agents by his activity in 2D6 days.

4-6.....House is "clear": This is safe for one week, then re-roll security check.

Creating your own Safehouse

This is the use of the character's basic skills to set up a hotel room or a rented apartment to hide out from the Polizei. Streetwise and PRE Rolls are complementary Skills to this attempt. Once those rolls have been made, roll 3D6 (modified by the complementary Skills), and consult the following chart.

EYES ONLY

AGENT'S BRIEFING
CODE NAME: BORDERCROSSING

CODE # KL2783-B9008

MOST SECRET

AUTHORIZED PERSONNEL ONLY

Briefing

A. Situation

1) Historical: Near (2 km) the town of Ludwigslust, East Germany (GDR), is a factory called Ludwigslust Kraftwerke #2. Originally built as a machine tool fabricator in the mid 1960's, this plant was closed in 1976 to allow modernization. The plant was listed by the GDR's Ministry of Industry as restarting one year later at the new industry standards. At that time, 490 employees were listed over various shifts. While the factory's new quotas were somewhat low, this seemed normal for a "new" factory.

Curious about the "new" processes in use, the CIA began a study of the site using their agent in place at the now defunct American Truck Technology Liaison Office in Magdeburg. Early on, it was noticed that the level of rail traffic in the area was not sufficient to support even the "new" quotas. American satellite photos and West German Air Recon confirmed the lack of rail traffic, and in turn discovered that the factory was closed up. All of the supposed "workers" were fictitious or reassigned to the #1 plant north of Ludwigslust.

This obvious contradiction became a source of wonder to the CIA, and over the years, periodic checks have been made to monitor the site. Finally, in February of this year, investigation into the factory was dropped, as the Ministry of Industry's Department head responsible for plant #2 was discovered to be a corrupt official. He would have been short on his department quota by the very amount reported to be produced at the #2 plant. With this explanation, the Soviet Bloc Division rapidly lost interest in this site.

2) Current: Two weeks ago, our office was advised of new information that has caused the Soviet Bloc Division to reopen the files on Ludwigslust Kraftwerke #2, which will from this point on be termed "LK2" (pronounced "Elkaytoo").

West German authorities have allowed a recent defector to seek asylum with the American Embassy in Bonn on the 22nd of last month (17 days previous). His asylum was granted on the grounds that this defector possessed information of interest to our organization.

It seems this defector, one Helmut Blum, was an ex-railway worker for the state-run railway in Waren, East Germany. Desiring the freedom of the West, he decided to make a run for the border the only way he knew how: by train. On the afternoon of the 17th of last month, he bribed another worker to let him take the worker's job for a few days. The next day, he travelled west.

On the way, he took photographs of anything that caught his interest along the route. These photographs (taken with a Soviet "Zelma," a box camera similar to the old Kodak "Brownie" and renowned for its cheapness) show military rail traffic, including this "tank" train carrying what West German (Bundeswehr) intelligence believes are Soviet T-80 Main Battle tanks.

This set shows (although blurry) elements of the Soviet Air Regiment at Parchim Airfield equipped with Mi-24 "Hind" Attack Helicopters. And finally, this set (here) shows a set of (badly blurred) railway cars of little note. Except for two facts. One: these photos were taken by Blum at a siding at LK2. Two: this closeup of one of the guards shows the distinctive collar tab of GRU troops. Blum says these troops approached his train closely, and made sure that his train was quickly moved on by threats to the engineer.

Our defector says he took the pictures so that he could defect to the United States. Whatever the reason, he is on his way to Michigan, and our follow up Air Reconnaissance tried to confirm his story. Radar scans lead us to believe the railcars are now in the large sheds on LK2.

B. Mission

1) Objectives and Equipment: Your team is to cross the border into the German Democratic Republic at a specified location by clandestine means on the night of CLASSIFIED DATE. You will then proceed overland by whatever means are deemed advisable for the optimum conclusion of the mission. Upon arrival at the town of Ludwigslust, the team is to approach and, if possible, enter LK2 to determine the nature of any operation on the site. As soon as the on-site data is gained, that data and any ancillary data gained in the course of the mission are to be transferred out of the GDR by exfiltration methods listed below.

The mission team will not be permitted to carry any ordnance or equipment that would compromise the cover of the team. Mission team members are permitted to carry folding knives of German or Czechoslovakian manufacture, and up to two members may carry German made low quality cameras. The bulk of the kit will be clothing and food stuffs, with some personal effects to maintain cover.

2) Method of Insertion: The team will assemble in Luneburg, West Germany, to be transported to the jumping off point outside Schnackenburg, 6 km from the East/West border on the Elbe River. On the night of CLASSIFIED DATE, the mission team will attempt to penetrate the border at the specified location (see map of border). There will be no moon on that night, and with the seasonal winds, only the area upwind of the guard tower will be subject to detection by sounds of movement or voice. The crossing is to be timed at 0230 hrs. in the morning, most of the way through the guard duty watch.

A trail can be seen passing from the wire west to the demarcation line, and is obviously mined, as is the entire area before the wire. However, guards on foot patrols have been seen to lift the wire loose and pass outside the wire. They then travel approximately 10 meters north of the trail through the minefield along a safe corridor, and patrol outside the mines as far as the demarcation line. This is your access point. Once you have passed the mines and wire, run to the best cover downwind of the tower and proceed with the mission.

If the team is discovered, follow the appropriate course of action:

1) In the mines or west of the mines: Run for the West, as if to make a last-ditch effort to escape to the west.

2) To the east of the wire: Run for the East, as if to give up the attempt and try to save one's life by running back into East Germany.

3) If discovered inside of the mines (i.e., at the wire): This is the worst case. If not actually in the wire, give up, keep up your cover, and hope they just arrest you as a defector caught in the attempt. If in the wire, try to get under the tower, hoping to avoid capture and run east. If caught, hope they arrest you. Keep up your cover. It will probably prevent interrogation as an enemy agent.

3) Movement and Cover: Once inside East Germany, the team is to be totally dependent on cover for protection. Your papers are real; they are file copies obtained on an irregular basis from the East German Government (don't ask). Your transport permits and "right to seek employment" passes are very good copies of authentic papers; however, the seals and signatures are our best attempts to duplicate marks on real papers using a non-authentic die.

After clearing the border, the party is to travel along a road to the town of Pollitz. Arriving at Pollitz at approximately 0430 hrs., the team will have time to prepare before presenting themselves in town at approximately 0600 hrs. Eat a meal, buy a cup of coffee just to test your cover under working conditions. Assuming all is well, head off.

Movement in East Germany is not going to be easy. The road southeast from Pollitz runs approximately 15 km to Seehausen on the N-S road. The Aland river can only be crossed at Seehausen, the main rail bridge to the north of Seehausen, or at a railroad bridge 6 km east of Pollitz. The next obstacle is the Elbe river. Virtually uncrossable, the only real set of bridges are at Wittenberge. This commits the party to travel through Wittenberge, a city of about 25,000 people. Absolute care is essential in cover maintenance at this point, as police checks can be thorough inside the city limits. Fortunately, foot traffic is rarely the target of such checks.

From Wittenberge, several options are open:

1) Travel to Ludwigslust by rail. This is a two hour trip that involves little risk unto itself, but papers would be checked at the station and possibly on the train.

2) The party may instead travel north out of Wittenberge to Ludwigslust (50 km N-NW) indirectly via Perleberg by continuing on Road 189 (the road in from Seehausen) and then turning northwest on Road 5, an older road from Berlin to Hamburg (via the Laurnberg border checkpoint). This road is four lanes wide and will take the party through several towns (walking is permitted).

3) Actually walking cross country is not recommended, as the region is well populated and the chance of discovery is high; also the Lockritz and North Elbe rivers must be crossed, so at worst, use local roads.

Ludwigslust itself is a town of approximately 10,000 on the Rognitz river. A large proportion of the population is economically dependent on the dairy district to the north and east of town, but nearly a thousand jobs are based on the two "Kraftwerke" machine tool plants. At least, that's the official story. LK2 is about 2 km southwest of town along the Domitz railway from Parchim. This site (see map of LK2, included) is your target for reconnaissance and penetration.

4) Exfiltration: If the mission has gone perfectly to this point, exfiltration should not be too difficult. The most direct case is for a return to Pollitz to sneak back across, similar to infiltration. If this is deemed too risky, an alternative is to head for Magdeburg, Berlin, or Rostock to try and duck into a "friendly" consular office. These are, respectively, an Italian farm machinery liaison; a Canadian tourist consulate (in Brandenburg); and a British ship-building exchange office. If the agents have been in any way compromised, these are not safe houses and should not be used.

In the case of compromised operations, the team should transcribe as much data as possible and disperse. Each member of the team should then head for one of the exit points by himself. "Exit points" are both safe houses and emergency escapes. Escapes are run through various border crossings. Examples are the Warnemunde Ferry to Denmark or running to Czechoslavakia to attempt an escape to Austria. Safe houses are temporary hideouts where a clandestine "controller" sends the agent. These are used to hide out in until the pursuit is cold. Of course, the agent may attempt to crash the border; however, gaps in the minefield are only known at Pollitz.

5) Standards of Operation: The essential standards of operation for this mission are as follows:

A) Lethality:

As the team is dependent entirely on its cover for protection, the team is unarmed except for knives. In the case of discovery, the use of force is authorized to salvage the mission. However, if such force will inevitably compromise the mission, surrender is advisable. Escape back to the West is the only other case where fatalities are approved, and then only as a last resort.

B) Profile:

The mission is entirely low profile as befits a covert operation of this sort. Even after this operation is completed, no official recognition of your actions can be made. If caught, tell them everything except controller numbers. These you should try and hold on to for 12 - 24 hrs. to allow word of your capture to reach us, so that the control network can be dispersed. After that point, tell everything. It will make it easier. There is always the hope of exchange, but that is unlikely.

C) Priority:

As no immediate threat is seen at this site, the mission priority is low. If a threat to NATO security is detected on site, the priority leaps to High, and individual action is approved.

Mission Area

LK2 OVERVIEW
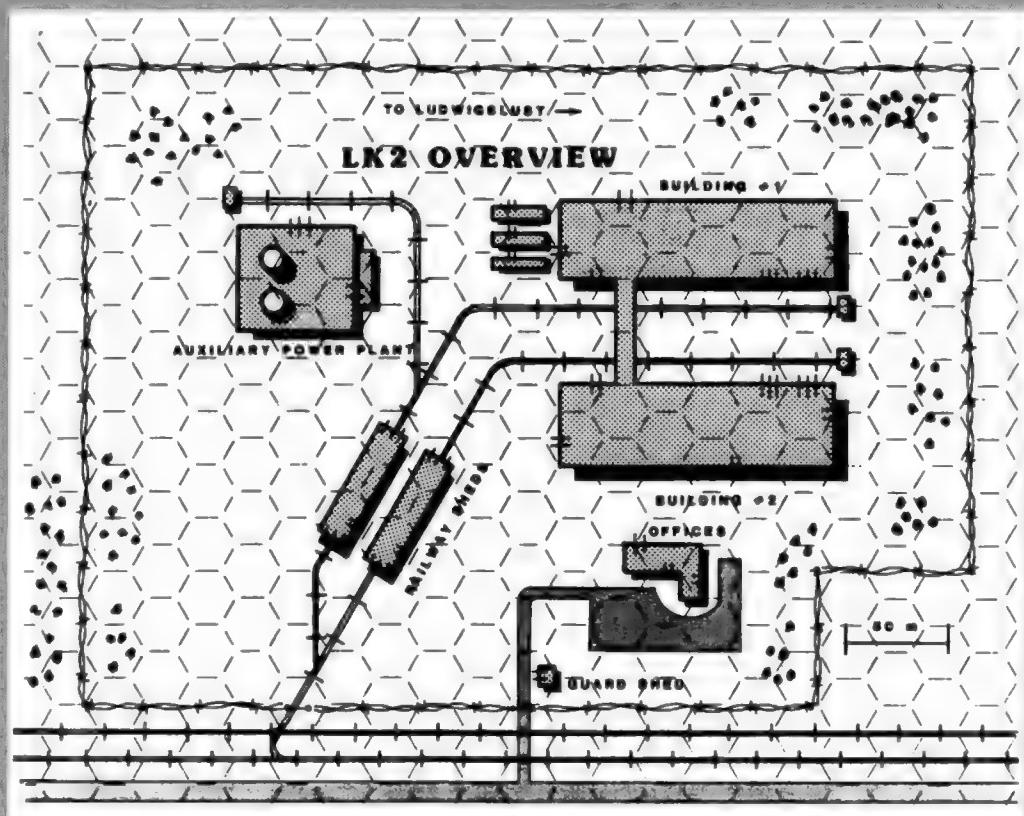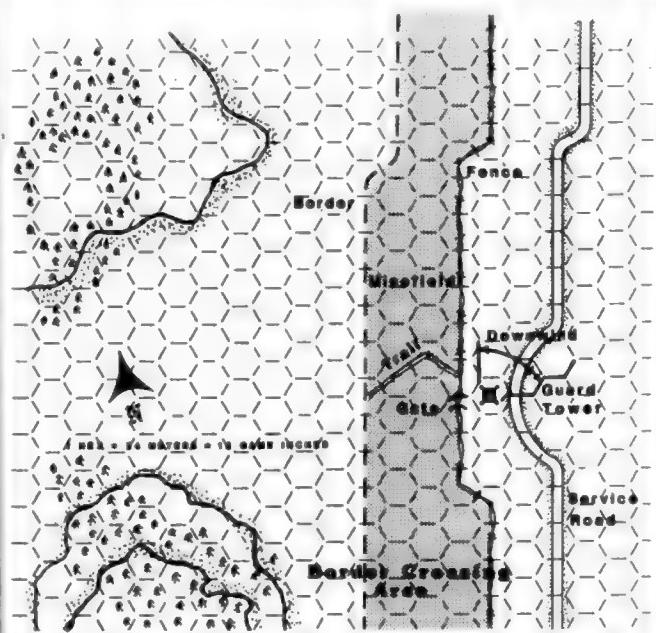
3D6

10 or less.......Safe: costs about 100 OM a day and is secure for about one week (2D6 days).

11 or 12........Forced: costs 200 OM for one day's safe hiding, but then must leave or be turned in or discovered.

13 or greater....Failed: Polizei get wind of the attempt and show up to make the arrest with Vopo.

Safe houses are, of course, only temporary measures to wait out the height of a police search for the agents. Without financial support or getting to freedom, the agent will eventually get caught if he is forced to stay in the East. Perhaps a lucky or very competent character can find financial support or helpful East Germans who would hide him, but this is very unlikely.

LONG DISTANCE MOVEMENT

Times and distances are given for most travels the characters will make during the course of the mission. However, during Exfiltration or if running blindly from the Polizei, the party may be moving by

unforeseen routes. The rates given below apply to such movement. "Direct" means not only by direct road, but moving in a direct fashion, i.e.: few rest stops and no detours. There is usually only one direct route between any two points. Indirect movement is by local roads and is a more circuitous route taken at a more realistic pace. There are many indirect routes between two points.

	Direct	Indirect
Walking............	6 km/hr	4 km/hr
Bicycle...........	20 km/hr	12 km/hr
Motor Vehicle....	100 km/hr	40 km/hr
Local Train.....................		about 40 km/hr
Commuter Train..................		about 100 km/hr

ENCOUNTERS

While travelling about East Germany, the party will encounter various people doing things in their day-to-day lives. These are rarely beneficial and often threaten the security of the mission. The Encounter Charts (on the following pages) list the random encounters by situation and probability.

The GM should check for an encounter every 10 minutes of game time by rolling 1D6. Outside of

THE ENCOUNTER CHARTS

2D6	DIRECT ROAD
2-3	ROAD BLOCK
4-5	POLICE VEHICLE
6	ROAD CLOSED
7-9	FUEL STOP
10-11	MINOR MALFUNCTION
12	MAJOR MALFUNCTION

2D6	INDIRECT ROAD
2	ROAD BLOCK
3	POLICE VEHICLE
4	ROAD CLOSED
5	FARM VEHICLE
6-7	SHEPHERDING
8	BICYCLISTS
9	HORSE CART
10	FUEL STOP
11	MINOR MALFUNCTION
12	MAJOR MALFUNCTION

2D6	VILLAGE
2	ROAD BLOCK*
3-4	POLICE VEHICLE
5	SHEPHERDING
6	CURIOUS LOCALS
7-9	LOCALS
10	INFORMANT
11	NO LODGING*
12	NO FACILITIES*

2D6	TOWN/CITY
2	ROAD BLOCK*
3-5	POLICE VEHICLE
6	CURIOUS LOCALS
7-8	LOCALS
9-10	INFORMANT
11	FARM VEHICLE
12	TRAFFIC*

People In Public Places

RATSKELLER	
2D6	LOCALS
3D6-8	SOLDIERS (OPTIONAL)
1D6-3	POLICE
1D6	EMPLOYEES

RAILWAY STATION	
1D6	LOCALS
2D6	SOLDIERS (OPTIONAL)
1D6-3	POLICE
1D6	EMPLOYEES

ON TRAINS

4D6 PER CAR LOCAL TRAIN
6D6 PER CAR COMMUTER TRAIN

2D6	ROLL FOR TYPE
2-6	SOLDIERS
7-9	LOCALS (1/6 CURIOUS)
10	GOVT. EMPLOYEE
11-12	SPECIAL: RED ARMY OFFICER, BUREAUCRAT, COMMUNIST PARTY OFFICIAL

* RESULTS ONLY APPLY WHEN FIRST ENTERING VILLAGE OR TOWN.

towns, the agents will have an encounter when a 1 is rolled; inside towns, when a 1-2 is rolled. The GM rolls on the appropriate Encounter Chart to determine the nature of the encounter.

These rates apply while on the move or sitting in a public place. Obviously, if the agents are asleep in their rooms, they won't have any encounters. To cut down on die rolls, the GM may wish to have a flat rate of one encounter per hour out of town and one encounter per 30 minutes in towns. This is your prerogative, as is assigning encounters (i.e.: just deciding a road is blocked today).

Whenever the result listed does not apply to the agents in their current circumstances, the result is ignored and there is no encounter for that time period. For instance, if the agents are walking and a "Minor Malfunction" result occurs, this is not applicable and there is no encounter.

Determine the number and type of people in public places by rolling on the People Chart. Any result of 0 or negative means that there are no people of that type in that place. Soldiers in Ratskellers or Railway Stations are optional; the GM may choose not to have soldiers around (they could complicate matters).

Encounter Descriptions

Road Block: This is a police road block to check papers. It may be avoided on foot on a 14 or less and in a vehicle on a 9 or less by diverting to a different indirect route.

Police Vehicle: This is a patrol car or a foot cop in towns or villages. He will be "suspicious" of the characters on an 8 or less, +1 per party member
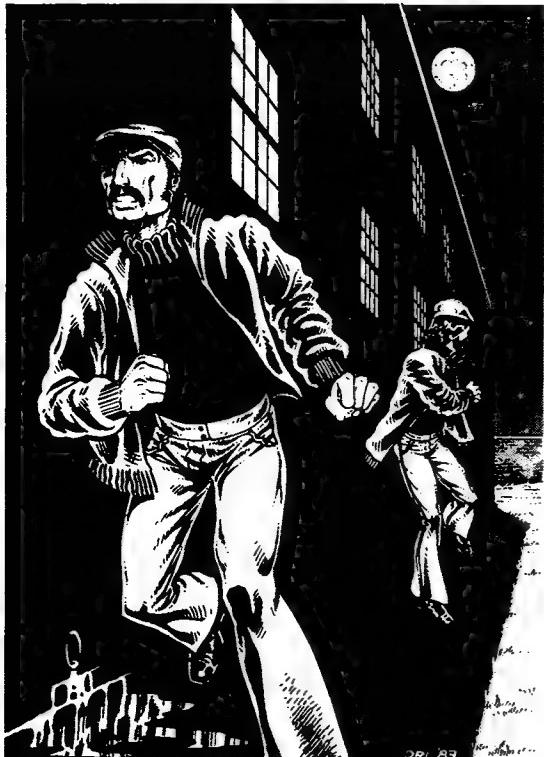
greater than two. Suspicious cops check papers in a cursory fashion.

Road Closed: Just what it says. The roads are very old in East Germany, and are often closed for major repairs. Traffic is diverted to other local roads.

Fuel Stop: If in a motor vehicle, the vehicle is low on fuel and must get petrol (see Illegal Actions.) This may only occur once; then there is "no effect" when this encounter is rolled, until the party drives over 200 km in the vehicle.

Minor Malfunction: The car or motorcycle runs rough, fails to start, tire loses air, etc. This may be corrected (if correctable) by a Mechanic Skill Roll. If left unattended, it will cause a major malfunction in (2D6) 10 minute turns.

Major Malfunction: Engine loses oil, overheats, blows a hose, quits and will not start, tire blows out, chain or drive mechanism fails, etc. This may happen to cars, motorcycles, or bicycles, with notable effect. If this happens while at speed (roll 1D6, 4-6 yes), the driver must make a Driving Skill Roll or crash the car, flip the cycle, or stack up the bike. Such a crash is an attack equal to 1D6 of every 5 km per hour of speed (see movement rates).

Lucky characters might be thrown clear (1/2 damage). Unlucky characters might be trapped in the wreck. Assuming the driver makes his roll, he controls the vehicle and is simply forced to stop. Repairs cannot be effected without parts (usually only in towns) and then at Mechanics Skill -3. The fact that one such catastrophic malfunction occurs about every 36 hours of operation reflects the poor quality of workmanship in the vehicles and the terrible maintenance available for them in East Germany. Of course, government vehicles are in much better condition. Only one in six major malfunctions applies to such vehicles, the rest being minor malfunctions.

Farm Vehicle: A tractor, or a milk truck, or some such slow moving (20 km/hr) vehicle is moving down the road blocking the way. Vehicles are slowed to its speed for one 10 minute movement turn.

Shepherding: This is a temporary road closure to both foot and vehicle traffic as some local farmer moves his goats or sheep or dairy cows from one pasture to another. This lasts for (1D6) 10 minute turns.

Bicyclists: Once of the East German Cycling societies is out for a day's ride on your road. Many (8D6) bicyclists are filling the road travelling at a leisurely 12 km/hr. All traffic is slowed to that speed for (1/2D6) 10 minute turns until a chance to pass occurs.

Horse Cart: One or more horsedrawn farm carts is moving down this road at 6 km/hr. Traffic is slowed to this speed for (1/2D6) 10 minute turns. Passing is always an option, but motor vehicles will upset the horse on an 8 or less, (+6 if passed at high speed or with yelling and honking). If the horse is upset, the owner may report the unapologetic cads to the Polizei (for disturbing the peace or some such) on an 8 or less (same +6 as before). If encountered while on foot, the driver may offer a ride to the agents, easing their journey for 1D6 km.

Locals: These are the average German, a very quiet, keep-to-himself-and-his-friends sort that the party encounters more closely. Greeting may be exchanged,

but the locals will pay little attention to the party (see the exceptions listed below).

Curious Locals: These are a different sort of local, the kind that asks how you are doing, haven't seen you around here before, where are you from, etc. Unless the characters commit some blunder, this is just curiosity, not to be told to anyone else (like the Polizei).

Informants: Unlike curious locals, informants are very dangerous to the agents. They act like curious locals, but become "suspicious" on an 8 or less of the agents' intentions. With a successful Perception Roll they can describe the character(s) to the Polizei, and will do so at the first opportunity after parting with the characters. If the party blunders around an informant, i.e. blows cover, the Vopo will be informed immediately exactly what mistake was made.

No Lodging: Due to the small size of most villages, many have no Inn or hotel, and most have only single facilities. On this result, there is no place to stay for the night due to lack of room or lack of hotel. If locals are encountered, one may seek lodging in someone's home. This is granted on an 8 or less (with appropriate plusses).

No Facilities: Due to stunning bad luck, this village has no hotel, ratskeller, or petrol station. Only a small grocery market is available for food. The same rule about locals applies for both food and lodging as above.

Traffic: Occasionally traffic jams occur in towns due to the narrow streets and the propensity of lorry drivers to stop in the middle to unload. This is a temporary road closure of (1/2D6) 10 minute turns.

TRAINS

In the course of the mission, the characters may choose to move by train. This may be to reach the mission site, or to transfer to an Exfiltration point. What follows is the information the GM should know about the European rail system, especially in the East.

NEW TRAIN CAR

OLD TRAIN CAR
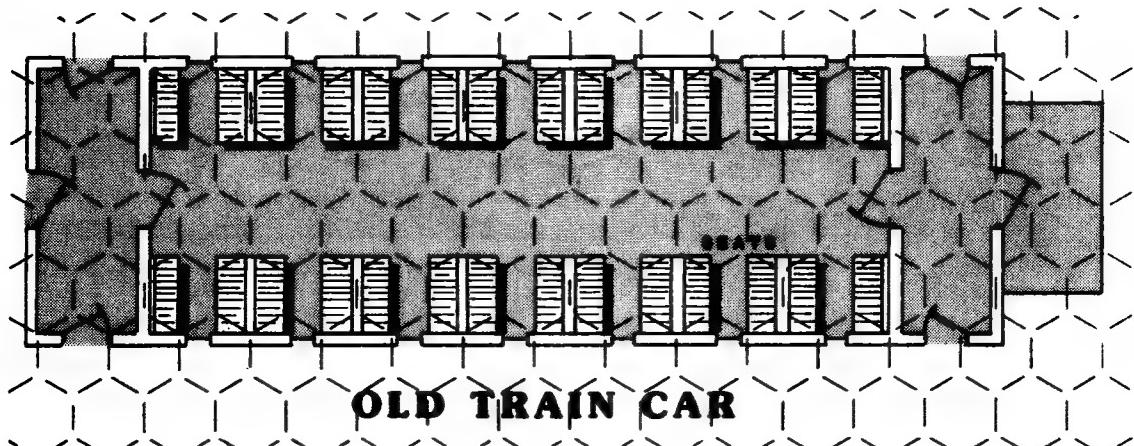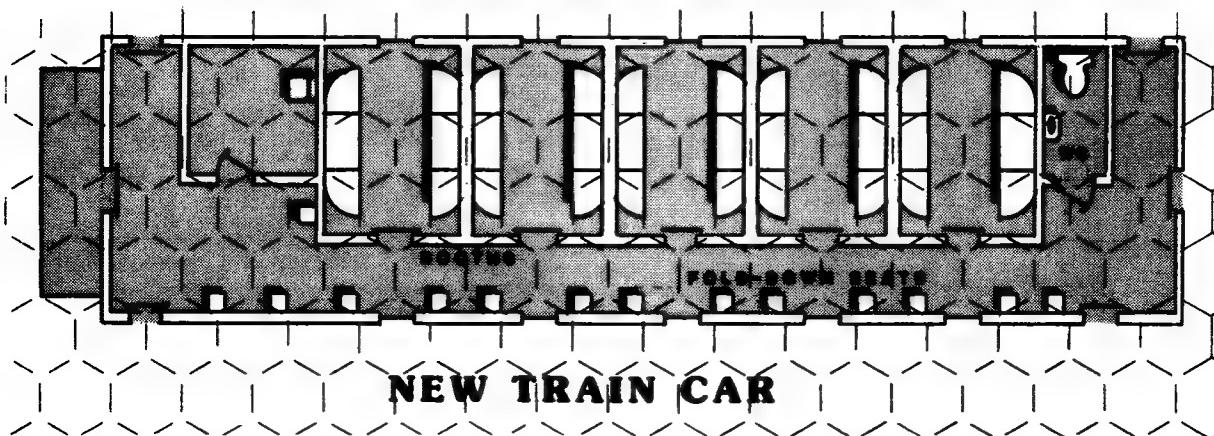
Stations

Railway stations will be of the two types shown in the Station Maps. In a village or small town, the station will be of the first type: the small station building (probably brick) only crowded during the hours of morning and late afternoon. The structure will smell strongly of coffee as the clerk shares a room with the conductors, and the smell of the coffee pot (always bubbling) will have permanently tainted the air. Only one clerk will be in the station, primarily responsible for cargo and packages, with ticket sales a secondary responsibility.

In the larger towns use the second type of station. This will be a stone structure with a two or three story interior, all open (a cathedral roof). A large clock dominates one wall, and a schedule covers another wall. The ticket office is fronted with a chest high counter with inset windows (two or three), these windows being the actual ticket sales windows. One or two clerks as well as two or more baggage handlers and a snack bar sales clerk fill out the working complement. Remember, if it's late at night, there'll be no snack bar and only one or two staffers. Such a large station will likely have an underground out to the platforms; otherwise, just the safety walk.

Trains and Travel

Getting on a train in East Germany is not difficult. Five million East Germans do it every day. However, there are procedures which must be followed. First, you always buy a ticket at the station, preferably days in advance. Under no circumstances may you buy a ticket on the train. You must have a district worker's commute pass or travel papers to buy a ticket; without these papers no clerk will sell you a ticket. The papers are only given a cursory examination.

Second, the number of trains available is limited. On feeder rails, only local trains are available, and they pass through once or twice a day in each direction. These trains will run only until they reach a main trunk line, and will then stop at the first major city. On the main trunk, twice a day in each direction a local will run, and in addition, two or three times a day (in each direction) a main line (called a "commute") train will pass through, stopping only at major towns and cities.

Third, once on board, after leaving the station, the conductor will walk through each car, checking tickets. About a minute behind him will be a state security officer checking papers and tickets, occasionally writing names and destinations in his

LARGE TRAIN STATION
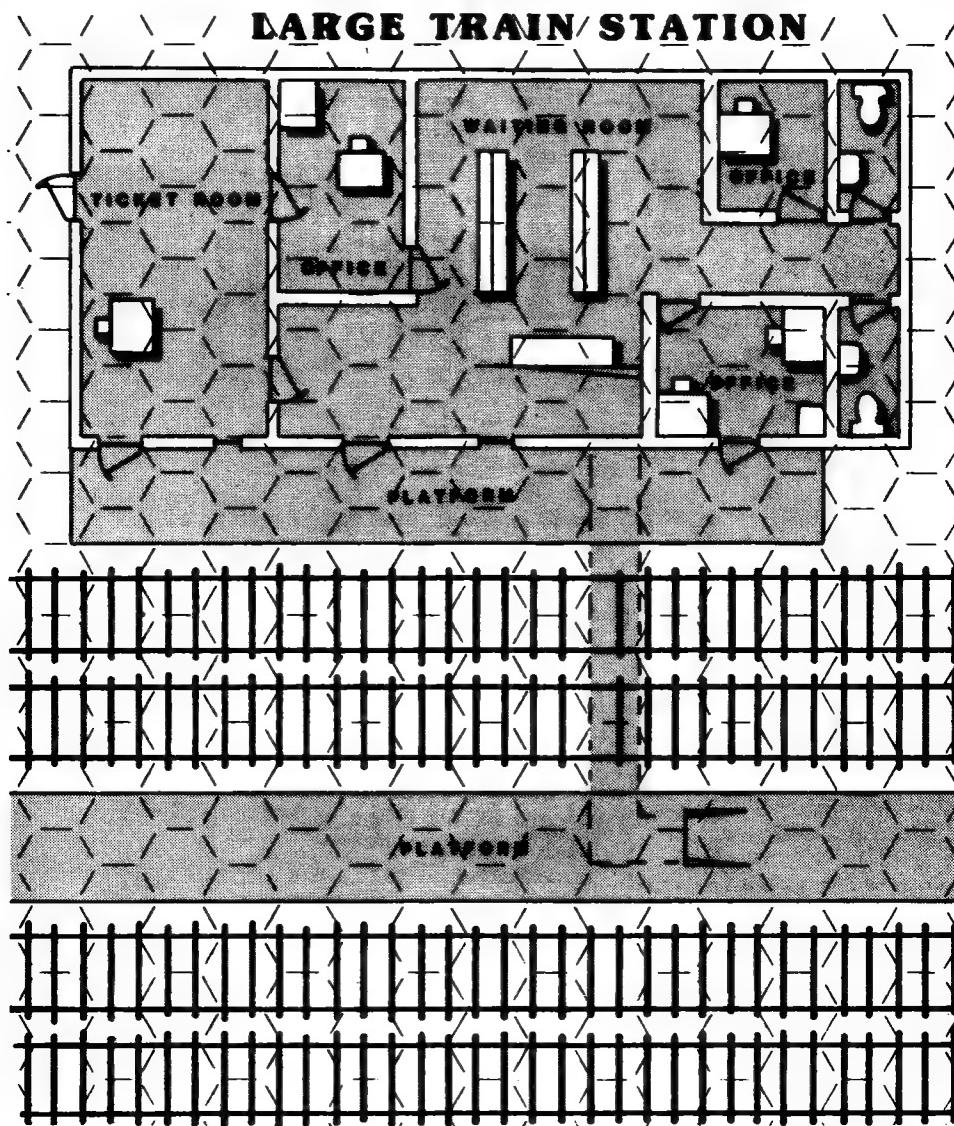
small notebook. This is done at random unless he sees something to make him suspicious. On local trains, this procedure is followed after every little town or whistle stop, although after 3 or 4 checks, they may ignore a passenger. These are cursory checks. On the commute trains, papers and tickets are only checked once, but are checked thoroughly.
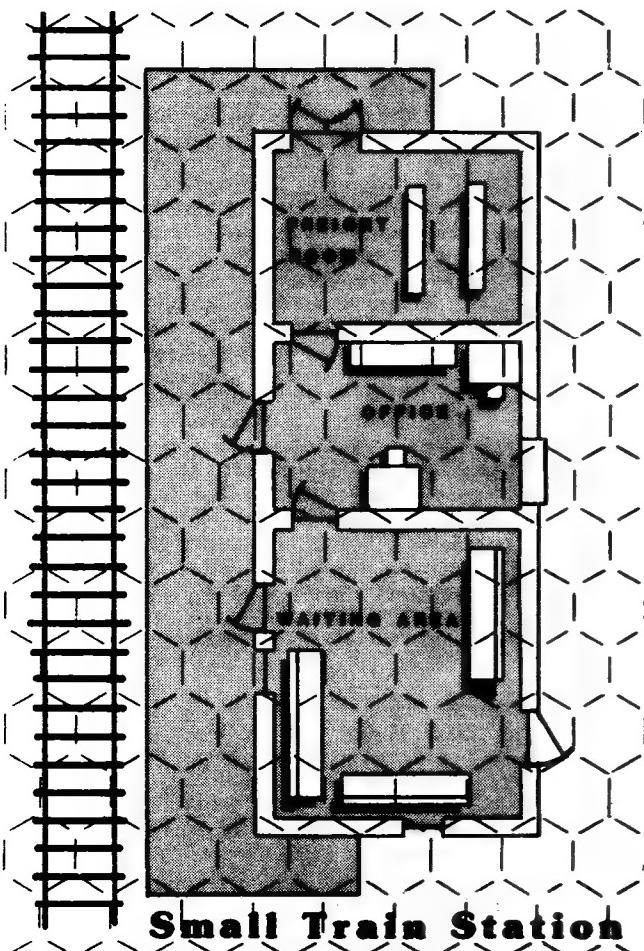
Small Train Station

Cost

Rates are fixed by destination, with extra charges for crossing district borders. Sample charges are:

```
Wittenberge to Ludwigslust:  20 OstMarks
Seehausen to Ludwigslust:    25 OM
Ludwigslust to Magdeburg:    50 OM
Ludwigslust to Brandenburg:  70 OM via Potsdam
                             75 OM via Magdeburg
Ludwigslust to Rostock:      50 OM

Minimum Charge:.............Not less than 10 OM
```

Time

Local trains average about 1 km/min with 2 minute platform stops and 15 minute station stops (in major towns). Commute trains average about 2 km/min with 15 minute station stops. In bad weather, commute trains are only 1 km/min.

Sample Times

Wittenberge to Ludwigslust by local train

20 minutes to Karstadt (platform stop)
+ 22 minutes to Grabow (platform stop)
+ 9 minutes to Ludwigslust (station stop)
Total = 51 minutes actual travel time

By commute train = 26 minutes to Ludwigslust (station stop)

How To Ride Unofficially

1) **Get on a local:** You can probably ride 5 or 10 km just by getting on a local heading for the W.C., and after the conductor and state security go by, walk out and sit down. Then, when it looks like the conductor is getting back to your car, walk to the door and get off at the next mailstop or whistle stop. You cannot do this with more than two people without really attracting attention. The weak point with this plan is that someone may notice. Worse than that, state security may notice.

2) **Ride the outside:** Between passenger cars is a small accordian cover to protect passengers. By climbing up next to the walkway and belting yourself to the access ladder, an agent can ride for 5, 10 or maybe 15 km before becoming too fatigued to keep his footing (2 END per minute, no REC until later). Note that falling off a train is a 10D6 normal attack, and that falling under one is a 6D6 Killing Attack. Also note that you must dismount before reaching a town or station, usually as the train slows to make the switch.

3) **Bust into the baggage car:** Probably the most creative idea offered, this involves climbing on top of a moving railcar by the ladder, tearing off one of the sheet metal vent covers, waiting until the bagman looks around and decides it was a low branch or some such, and then dropping down into the baggage area. The only disadvantage to this is if you don't fool the bag man (Perception Roll at -3), he will call the conductor, who will call state security, who have guns. Needless to say, one should climb back out before the train stops, so not to be discovered.

4) **Hopping a freight:** One can always just climb into a coal car or boxcar and ride virtually undetected. However, the odds are only an 8 or less that the car is going where you want it to, as they are prone to being switched. If the characters are dumb enough to try this, have some fun by sending the party a couple hundred km out of the operations area, preferably east into Poland (where they may not speak the language); then, let them try and get out of trouble.

Stealing Transportation

It's possible that the mission team may wish to steal transportation at various times during the mission. The following rules should apply to cover this contingency. The GM can alter the chances based on the circumstances. For instance, the characters may choose to kidnap a driver and force him to drive the vehicle. The chances of finding a victim with the vehicle would be reduced by -2 or -3.

Roll on the following chart to see if, walking around a town or village, the party finds transpor-

tation to steal. Remember, personal cars are relatively rare in East Germany.

Bicycle.....:	in a town	11 or less
	in a village	8 or less
Motorcycle..:	in a town	9 or less
	in a village	6 or less
Motor Car...:	in a town	8 or less
	in a village	5 or less

These are 3D6 rolls with only one roll for villages at any given time (try again in an hour or two). Towns, being larger, may be checked two or three times an hour, depending on size. Cities may be checked continuously (as towns), once each 10 minutes as the party walks around. To steal a large car (bigger than the usual German built Fiat coupe) or a lorry, subtract one from the chance of finding.

As all cars are locked (except if character luck cuts in), Lockpicking or a free 8 or less roll may be attempted to break in. Electronics or Mechanics Skill is then required to spark start the car after cutting the ignition system. Of course, there are always witnesses possible to any such theft (though they may not know it is a theft). See the section on Polizei for details of responses to thefts. The GM should check the following chart for witnesses.

Village...:	4 rolls of 11- (3D6) to witness.
Town......:	6 rolls of 10- (3D6) to witness.

POLIZEI

The duties of the Polizei (Police) are to prevent crime, protect order, and pursue those who offend against the social good. In practice, this makes them beat cops with a demeanor varying from your friendly local Bobbie to the worst nightmare you ever had. When irritated, Polizei rapidly take on an attitude that would make the Alabama State Police cringe in fear. They usually depend on presence to cow resistance as opposed to brute force.

On duty, there are usually three Polizei for every patrol car. Thus, one or two will be walking around, talking to locals, sitting in cafes or Ratskellers (although they may not drink on duty) while the third is driving around town and the environs. Any town of 1,000 or more will have some Polizei presence with towns of 5,000 or more having station houses. In the largest towns and cities, district offices will support the main station.

Calling the Polizei will bring a patrol car with two officers within 3 minutes, unless it is such a small village that there is no permanent presence. An officer in need of assistance can expect three or more cars carrying 6 to 10 officers to come to his aid. This aid takes between 30 seconds and 5 minutes to arrive and must be summoned by phone or car radio.

One in ten (or fifteen) officers is a sergeant with stations having one or two lieutenants and one Inspector. Cities will, of course, have a larger staff.

Checking Papers

Remember, the ID papers the agents have are real, registered with the state with authentic fingerprints and signatures. However, the travel permits and the "right-to-seek-employment" papers are forgeries. A cursory inspection will reveal that the papers are false with a Perception Roll at -8. A determined inspection will find the papers false with a Perception Roll at -5. Forgery Skill is complementary to the Perception Roll. A determined inspection takes several minutes, and is rarely done unless the character is very suspicious. Papers are checked in the following circumstances:

Encounter in Public Places: If the agents encounter a police officer in a public place, the police officer must make a Perception Roll to spot the agents. The police officer must make an additional 8- roll on 3D6 to be curious about the agents (-1 to +3 modifier depending on situation and agent activities). This covers encounters in Ratskellers, as well as road encounters if the agents are walking along and a police car passes them. This will almost always be a cursory check.

Encountered at checkpoints: All papers are checked at regular check points. The level of inquiry is based on a 3D6 roll by the police officer. On an 8- this is a determined inspection, including a search of personal effects. On a 17 or 18 the character is just waved through with no check. Any other result is a cursory examination. This covers road blocks, railway checks, and situations where the character is in the "wrong place", such as loitering near military vehicles or near the factory.

Result of Checks: Besides the obvious result of detection of false papers (which leads to arrest), there is a 1 in 6 chance (1 on 1D6) of being told "These papers are not in order!"; i.e., harassment. There's a further 1 in 6 chance of being detained for further questioning (which, if the agent keeps his cool, is harmless).

Illegal Actions

Without exception, all the classic crimes are illegal in East Germany. In game terms: murder, assault, assaulting a police officer, theft, burglary, and trespassing all should be avoided. The Polizei are very efficient and massive alerts (All Points Bulletins) are the standard response to crimes. In addition, remember East Germany is a police state. You must always have papers on your person, and refusing to identify yourself is against the law. To travel you must have appropriate papers, especially to leave your district. You can't seek employment without state approval; you can't even rent a room in a hotel without appropriate papers.

The characters may be tempted to steal transportation in the course of the operation. This is of course illegal, and easily traced as there are so few cars in East Germany. Less than 1/3 of all families have a car (most likely an East German built Fiat sedan). To be allowed to drive requires special papers, and to own a car requires yet another set of papers including gasoline ration cards. It's unlikely the character will be able to obtain such papers in a form usable to the mission.

If they physically commandeer a car from someone, they might find his ration card in his ID book, and if the party is lucky a gas attendant might not

ask for registry papers (base chance 11 or less to not ask, -3 if the cops have put out word on a stolen car). If he asks and the party cannot supply such papers with their ID, he will certainly alert the police as soon as they leave, giving them no fuel.

Counterespionage

Counterespionage will rear its ugly head at some point in the mission. Perhaps it is only the threat of counterespionage that will cause a change in plans for the party. These are the conditions under which the party may be confronted by Vopo (East German State Security) or the 2nd Directorate (KGB Counterespionage):

The Double Cross: If the party is involved in the double cross mission, clues should be left to give the party a chance to smell trouble (example: inattentive border guards at Pollitz). In addition, the KGB agent (see NPCs) will pick up the party in Pollitz, trailing them discreetly out of town. He will then reappear in Wittenberge or on the train and will ask to see papers (to positively ID the party) but will ignore any break of cover, nor will he spot any errors in their papers. Then in Ludwigslust, he should be seen staying in a good hotel or passing on the street. He will then not be seen until the factory site (see LK2).

Caught in the Act: If the characters are spotted while in the act of espionage, witnesses will alert Vopo, supplying Vopo with whatever information they can. They will say how many intruders they saw and what the intruders (characters) were doing. A successful Perception Roll by a witness will allow the witness to describe the general height and weight of the character, as well as what the character was wearing. If the witness is particularly keen-eyed (Perception Roll at -5), he will describe the character in particularly accurate terms, allowing an artist to construct a portrait of the character.

Vopo may not be quick enough to bring to bear all their resources. It would take Vopo 4-8 hours after a witness reports the espionage to utilize the data (i.e.: disperse the artist's rendering, call in additional officers, etc.). The only fast reaction Vopo is really capable of is the securing of all exit points (road, rail, port, and air), possibly closing the exit points nearest to the point of espionage. However, once the 4-8 hour delay has passed, Vopo will have the resources of every officer of the Polizei as well as their own officers. These forces will be used to follow up every lead as to the whereabouts of the party.

With such forces massed against them, characters stand little chance of avoiding capture. If they haven't made their way out of East Germany or to a safe house, there's an even chance (1-3 on 1D6) each hour that the agents will be spotted and reported to Vopo. Of course, if Vopo has no accurate description, these reports may not be acted upon. But a pattern of reports (or crimes) might reveal an escaping agent.

Preventative Maintenance

Of course, your average Vopo inspector does not earn his paycheck by just reading yesterday's news-paper. There are desks within Vopo and the 2nd Directorate exclusively set up to look for enemy agents. These desks correlate information from throughout East Germany looking for activities which might be foreign espionage.

Each time the characters are "noticed," there is more data for Vopo to work with. Following is a list of sample data that would cross the Vopo counter-espionage desk (eventually), the time delay, and the suggested bonus to "suspicion."

Action	Delay	Suspicion
Spotted at Border	10-12 hrs	+3
Guard assaulted at Border	ASAP	+18
Suspicious Informant	12-48 hrs	+1
Suspicious Polizei	10-12 hrs	+1
Train crew spots	12-24 hrs	+1
Polizei find camp	6-12 hrs	+5
Dog killed at LK2	6-12 hrs	+8
Guard assaulted at LK2	ASAP	+10
Names keep reappearing (i.e.: Rail tickets, suspicious people, etc.)	variable	+1 to +4
Witnessed committing crime related to espionage (i.e.: car theft)	6-12 hrs	+5

The chance that Vopo will be suspicious is equal to Zero, plus all available "bonusses" or less on 3D6. This roll should be made a minimum of once a day, possibly more often if lots of data comes in at once. If Vopo becomes suspicious, a group of 4 Vopo officers (one may be an inspector) will be detailed to find and bring in "for questioning" the characters under suspicion, as well as any associates. They are not known for their sense of humor.

Note that as long as the characters are in the country and not in a safe house, the Vopo team pursuing them has a flat one chance in 216 (natural 3 on 3D6) of finding the suspects; but, Polizei, railway clerks, etc. may detain or delay the characters long enough (2D6 X 5 minutes) for Vopo to arrive.

Hopes Of Escape

In real life if an agent is captured he's dropped into a dark hole with a metal roof, never to be seen again. The fictional genre is, however, full of bold escapes from enemy hands. If the GM so chooses he can put the agent through the classic motions of capture to allow the classic attempts at escape.

When first captured: These are the most critical moments in a capture. If a single enemy has the drop on our hero, there might be a small distraction which would allow a counterstroke. The effect of a distraction is to reset the speed system to segment one, with no saved 1/2 moves. Thus, a quick character may lash out or in some way counterattack his captor before he can recover from the distraction. This is dangerous, though, as an equally fast guard of higher or equal DEX should react first before the counter-attack can connect. If captured by more than one

enemy, only the most fortunate agent will have a chance to escape.

Recognition: This is critical, as a recognized agent will be guarded much more closely than an unknown East German worker. Future escape opportunities are based on this recognition.

An unrecognized agent: If his cover is still holding, the following steps will occur. During these steps, a particularly clever character may discover a likely moment to escape. His chances of doing this are up to the GM, but the agent should have some chance of success, no matter how slim.

The Steps:

1) Transport under guard

2) Detainment by Polizei
   (in a station house holding area or cell)

3) Political or legal phase:
   if caught "defecting," indoctrination
   if caught criminally, prosecution

4) Imprisonment: 30 days to 2+ years,
   depending on severity of offense.

5) Eventual release, then

6) Walk into Embassy to return home to West

Recognized as Agent: This is very bad, as the character is now expected to try to get away. The steps are as follows:

1) Transport under heavy or alert guard

2) Initial interrogation

3) Transport to USSR for Show trial

4) Internment in Lubyanka (KGB prison in Moscow)

5) Long term interrogation

6) Possible exchange (-3 BP Roll once each year)

Any agent who was captured by the enemy for any length of time will be viewed with suspicion by his agency on his return. Such an agent will be interrogated by his agency and then retired (unless he makes a BP Roll at -3 to convince his superiors of his value to the service). If he stays on with the service, he will always be viewed with some small suspicion, especially if a "mole" is thought to be infiltrating the Agency. This may prove useful in later campaigning.

RETURN TO FRIENDLY HANDS

Once safely back in friendly territory (West Germany, other NATO countries, the councilor offices, or neutrals (i.e.: Austria)), the characters should be congratulated on their success (or berated for failures) in a role playing sense as well as in Experience Points. Perhaps a sign of approval from ranking agency officials for "careful attention to duties," or an unofficial "Good Job" from the Field Controller would be a nice touch by the GM before the players are allowed to drop out of character. This sort of thing adds to the colour of your campaign much in the way a certain MI-6 agent always gets the girl at the end of his cinematic missions.

OK. So much for colour. The concrete rewards of a mission are EP (Experience Points) and BP (Brownie Points). The following schedule should give the GM a set of guidelines for EP and BP for each member of the party.

```
Minimum mission EP..........+2

Role playing Bonus..........+1

Exceptional effort Bonus....+1
(Risks, hard work, etc.)

Combat Bonus................+1 toward Skill Level
(extensive use of              or Familiarity with
Martial Arts, gun              appropriate combat
combat, etc.)

Knowledge Bonus.............+1 toward KGB Know-
                               ledge, EG Knowledge,
                               and EG Culture
```

Brownie Points

Brownie Points are given out on the basis of how the Agency views the success or failure of the mission. The GM should remember that the Agency's knowledge is based almost entirely on a thorough debriefing of the agents. Thus, while the agents may try to present their activities in a good light, or even alter facts, the Agency is usually very good at detecting such fabrications. Occasionally, though, a clever character with Persuasion may slip something past the Agency.

Team Effectiveness	Brownie Points
Mission Blown at border, i.e.: failed to penetrate EG	-1
Mission team breaks off mission before reaching LK2 to prevent greater failure	-1
Mission team fails to penetrate LK2 but remains undetected	-1
Mission team fails to penetrate LK2 due to detection on site	-1
Mission team breaks off mission due to detection before reaching LK2	-2
Mission team penetrates LK2 but is detected	+1
Mission team penetrates LK2 undetected	+3

Modifications:

Member of mission team captured, cover not broken	-2
Member of mission team captured, cover broken	-4
Mission team takes appropriate individual action to neutralize threat to NATO security	+2
Trying to assist East German defector success	+1
failure	-3
Assisting the scientist defector success	+3
failure	+1

Personal Effectiveness:

Characters that threaten security of mission by foolish actions	-2 to -4
Unnecessary violence that does not compromise mission	0 to -1
Unnecessary violence that does compromise mission	-8
Successful escape from capture	+2

Suspected of turning traitor (possibly to escape, possibly for personal gain; this may not be immediately apparent to our forces, but eventually will catch up with

any traitor)	-16 to -128
Character works together with team	+1
Character refuses to work with team	-1

NOTE: If the Double-Cross mission is used, the BP schedule should be no worse than -1 for failure. Any success is +2 for the Double-Cross mission.

A FEW NOTES TO THE GM

This adventure is written with a fair amount of detail, and as much colour as could be put down on paper. However, it is not complete! Only through your hard work will this adventure live up to its potential. Several important things lie in your hands, and without some care, this will be just another exercise in dice rolling. Remember, you, the GM, are the storyteller. You may be working from this script, but you must tell the story. Make your NPCs seem alive, make them do things real people do. Even use corny, fake German accents to give the feel of speaking German, which is spoken even by the characters throughout the entire mission.

It is a cold, windy night when the party is crossing into the East. Describe it that way. Make you players hear the wind whistle in the guy wires of the tower. And when the party meets a Vopo agent or especially the KGB agent, make them feel scared to the bone. They are on his home ground. There is no place to run if they are blown. He has a gun, they (the characters) do not. He could kill them on the spot, or worse, send them off to Russia for interrogation.

Use the illustration of the factory to give the players a good view of the site. Make them work to avoid the guards, make them hear the heavy footsteps of hobnail boots crunching in the gravel. Build tension at every opportunity to scare the players out of their wits. Silent death in the darkness, softly padding closer. And make them run if they blow the mission, pursued every inch by the deadly clutches of Vopo.

All these things contribute to a challenging adventure. Always the threat of disaster lurking at every turn. The fear of failure is far better than the actual failure, and more fun. If you tell a taut story, with tension in every word, the characters will get caught up in it. They will really feel as if they were behind the Iron Curtain on a mission of Espionage! and that's what really makes for fun in role playing. The feeling that you were really there.

Long Term Use Of This Adventure

This scenario package was designed to give the GM an idea of what operations behind the Iron Curtain are like. All the rules on the border and on Exfiltration should be used anytime a cross-border move is executed by the players. Russia itself has similar security measures as East Germany on papers and permits for movement. The rest of the Warsaw Pact countries are a little more lax about such things, and Yugoslavia is down right easy going about everything but contraband laws; but remember, these are all totalitarian Police States. It is a major offense not to have your ID papers on your person at all times. It is just a matter of degree.

The cultural notes are specific to the German culture, so any such operations in East or West Germany can be coloured with such notes. The railway section in particular is a very good model of most

European electrified railway systems. And, of course, one should truly understand how dangerous it is to try to defect to the West after playing such an adventure as this.

This adventure should also impress upon both the player and the GM the importance of a good cover. Hopefully, both you and your players will now pay more attention to who you are "supposed" to be. A well played cover is the agent's best weapon, not some knife or gun.

Good Luck to you and your players, may you enjoy many hours of fun with this challenging game.

LDG
June 1983

MERCENARIES, SPIES, & PRIVATE EYES CONVERSIONS

BORDER CROSSING is easily converted for use with MSPE. All of the text descriptions and most of the game mechanics convert directly over. The NPCs have all of their statistics and skills listed in both systems. The exact mechanics of skill use and combat damage are different, though. This section will list how to convert the ESPIONAGE skills and damage listed into their MSPE counterparts.

Player Characters: Characters from MSPE must know German to be chosen for the mission. They should have at least some of the following skills: O.S. Metalworker, O.S. Mechanic, Ambush/Silent Movement, Disguise, Russian Language, Lockpick/Safecracking, O.S. Photography, Martial Arts. The characters should be Level 1 through Level 3 if the Dress Rehearsal or Standard mission is being run. The team should not average more than Level 3 Martial Arts, or more than 5 HTHA. If the Double Cross mission is being run, the characters should be Level 3 or higher and be as good as the GM will allow (they'll need it).

Skill Conversions: Whenever a Skill or Characteristic Roll is called for in ESPIONAGE terms, you should make the equivalent roll in MSPE terms. DEX Rolls become Level 1 DEX Saving Rolls. Perception Rolls become Level 1 INT Saving Rolls. Ego Rolls become Level 1 Luck Saving Rolls. PRE Rolls become Level 1 CHA Saving Rolls. Stealth or Shadowing Rolls become Level 1 DEX Saving Rolls with Ambush/Silent Movement as a modifier. Conversation Rolls become Level 1 INT Saving Rolls with Confidence as a modifier. Rolls with modifiers are as follows:

Modifier to ESPIONAGE Roll	Level of MSPE Saving Roll
Base Roll, −1, −2	Level 1 Saving Roll
−3, −4, −5	Level 2 Saving Roll
−6, −7, −8	Level 3 Saving Roll
−9 or more	Level 4 Saving Roll

Keeping Your Cover: Lots of people in East Germany will be looking at the characters, trying to break their cover. If the enemy makes a cursory examination, they must make a Level 3 INT Saving Roll to notice any problems. If they are making a determined examination they must make a Level 2 INT Saving Roll. The enemy's Forgery Skill may be applicable whenever the enemy is examining your paper. Enemy Saving Rolls attempting to break a character's cover will be one level easier if the cover has a flaw, and the character does not make a Level 1 Luck Saving Roll.

The Border Crossing: The map of the border crossing is 24 meters to the hex. A character can crawl 1/2x their Speed rating in meters per turn. If a mine goes off it will do 35 dice, −3 dice per meter distant, 1/2 damage if the target is prone. Getting caught in the wire causes 1 die worth of hand to hand damage per 1D6 damage listed.

Traveling: There should be no trouble with the mechanics here, just remember all rolls listed are 3D6, less than or equal to the listed number.

Sneaking into LK2: There are a couple of modifications to the LK2 information. The attack dog will get a free attack on the characters unless they make a Level 2 INT Saving Roll, modified by Ambush/Silent Movement. If the chemical tanks explode, they will do a 25 dice explosion, and 2 dice per turn to anyone in the smoke.

Experience: This mission is worth between 100 and 1000 APs. If the mission is stopped at the border, it's only worth about 100. If the characters go all the way through and do a good job, give them 1000. Within this range the GM must take into account how well the characters role played their characters, how clever they were, and how well the mission went. Running around blowing up the East German countryside wasn't their mission, and shouldn't earn many APs.

ESPIONAGE!
The Secret Agent Role Playing Game

MERCENARIES SPIES & PRIVATE EYES
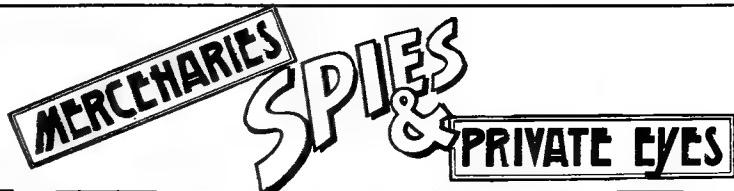
East German Border Guards					
VAL	**CHA**	**Cost**	**Cost**	**Skills**	**Roll**
13	STR	3		Soldier	
11	DEX	3	2	Familiarity w/Soviet firearms	
13	CON	6	3	+1 w/AKM (Soviet assault rifle)	
10	BODY	0	1	English	
10	INT	0			
10	EGO	0			
13	PRE	3		Sergeant	
8	COM	-1	3	Persuasion	12-
3	PD	0	5	+1 w/Soviet firearms	
3	ED	0			
2	SPD	0		Disadvantages	
6	REC	0		5 Obedient to State Authority	
26	END	0			
24	STUN	0			

CV: 4
PHA: 6, 12

CHA Cost= 14   6/14 Skills + 14 CHA = 20/28 Total Cost

Name: East German Border Guards
ST:13   IQ:10   LK:10   CON:13   DEX:11   CHR:10   SP:10
HTHA/MWA: +1/0
Soldier's Skills:
Assault Rifle   1
Troopers have a smattering of English and German

Sergeant's Skills:
Elocution   2
Machine Gun   1
Assault Rifle   2
Rifle   1
SMG/Machine Pistol   1
Clip Pistol   1
Languages: German

These Border Guards have a dirty, unpleasant, and usually boring job. As a consequence, they tend to be inattentive, but very nasty if they do catch someone. Their orders are to machine gun anyone escaping to the West.

East German Police: Patrolman					
VAL	**CHA**	**Cost**	**Cost**	**Skills**	**Roll**
10	STR	0	3	+1 Perception Roll	13-
11	DEX	3	3	Familiarity w/E. German guns	
10	CON	0	3	+1 w/Makarov	
10	BODY	0	3	+1 w/truncheon	
13	INT	3	3	Combat Vehicle Operation	11-
10	EGO	0	1	Russian	
13	PRE	3	1	English	
10	COM	0			
3	PD	0			
3	ED	0			
2	SPD	0		Disadvantages	
4	REC	0		5 Obedient to State Authority	
20	END	0			
20	STUN	0			

CV: 4
PHA: 6, 12

CHA Cost= 9   16 = Skills + 9 CHA = 25 Total Cost

Name: East German Police Patrolman and Inspector
ST:10   IQ:13   LK:10   CON:10   DEX:11   CHR:13   SP:10
HTHA/MWA: 0/0
Patrolman's Skills:
Observation   1
Fast Driving   1
O.S. Truncheon   1   (Truncheon is 2+1)
Clip Pistol   1
Polizei have a smattering of English and Russian

The Polizei are a mixed bunch; some of them may (almost) be nice guys, but a lot of them are really suspicious and nasty. The Polizei are trained to be suspicious. They won't think the characters are foreign agents, but anyone from out of town is automatically suspect. In a fight, they'll try to use the truncheons first, but they'll use their guns if the situation looks bad.

East German Police: Inspector					
VAL	**CHA**	**Cost**	**Cost**	**Skills**	**Roll**
10	STR	0	3	+1 Perception Roll	13-
11	DEX	3	2	Familiarity w/E. German guns	
10	CON	0	6	+2 w/Makarov	
10	BODY	0	3	+1 w/E. German guns	
13	INT	3	7	Combat Vehicle Operation +2	13-
10	EGO	0	3	+1 w/truncheon	
13	PRE	3	2	English	
10	COM	0	2	Russian	
3	PD	0	1	Polish	
3	ED	0	1	Czech	
2	SPD	0	5	Persuasion +1	13-
4	REC	0	7	Criminology +2	14-
20	END	0	3	Bureaucratics	12-
20	STUN	0	3	Streetwise	12-
			3	Shadowing	12-

CV: 4
PHA: 6, 12

Disadvantages
5 Obedient to State Authority

CHA Cost= 9   52 = Skills + 9 CHA = 61 Total Cost

Name: East German Police Inspector
ST:10   IQ:13   LK:10   CON:10   DEX:11   CHR:13   SP:10
HTHA/MWA: 0/0
Inspector's Skills:
Observation   1
Fast Driving   3
Elocution   3
Forensics   4
Ambush/Silent Movement   2
O.S. Bureaucratics   2
S.I. Street Knowledge   2
O.S. Truncheon   1   (Truncheon is 2+1)
Machine Gun   1
Assault Rifle   2
Rifle   1
SMG/Machine Pistol   1
Clip Pistol   1
Languages: English, Russian

A Polizei Inspector is even more suspicious and nasty than a patrolman. In addition, he's got more skills to back him up.

East German State Security Inspector

VAL	CHA	Cost	Cost	Skills	Roll
10	STR	0	2	Familiarity w/Soviet firearms	
14	DEX	12	6	+2 w/Makarov	
11	CON	2	5	Combat Vehicle Operation +1	13-
10	BODY	0	7	Persuasion +2	14-
15	INT	5	3	Criminology	12-
13	EGO	6	7	Interrogation	14-
15	PRE	5	3	Shadowing	12-
8	COM	-1	3	+1 Perception Roll	13-
4	PD	2	3	Russian	
3	ED	0	2	English	
3	SPD	6	1	Czech	
4	REC	0	1	Polish	
22	END	0			
21	STUN	0		**Disadvantages**	
			5	Obedient to State Authority	
			10	Monitored by the State	
			3	Distinctive Looks	

CV: 5
PHA: 3,8,12

CHA Cost= 37   43   Skills + 37 CHA = 80 Total Cost

Name: East German State Security Inspector
ST:10 IQ:15 LK:10 CON:10 DEX:14 CHR:13 SP:14
HTHA/MWA: +2/0
Skills:
Fast Driving   3
Elocution   4
Observation   2
Ambush/Silent Movement 2
O.S. Interrogation   4
Clip Pistol   2
Languages: Russian, English

The mere hint that a Vopo (VolksPolizei) Inspector is in the area is enough to send good East German citizens looking for shelter. These guys suspect everybody. Their main weapons are fear and intimidation. Vopo may be slow to discover what's going on, but once they do, it's only a matter of time before their net closes in on the characters.

East German Commando

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	3	Familiarity w/all firearms	
14	DEX	12	5	+1 w/Soviet firearms	
13	CON	6	3	+1 w/AKM	
10	BODY	0	4	Commando Training (MP, MT)	
13	INT	3	5	Stealth	12-
13	EGO	6	2	+1" Running	
13	PRE	3	1	Familiarity w/Demolitions	8-
8	COM	-1			
5	PD	2			
3	ED	0			
3	SPD	6			
6	REC	0		**Disadvantages**	
26	END	0	8	Monitored by East German State Security 11-	
24	STUN	0	5	Obedient to higher authority	

CV: 5
PHA: 6,12

CHA Cost= 40   23 = Skills + 40 CHA = 63 Total Cost

Name: East German Commando
ST:13 IQ:13 LK:10 CON:13 DEX:14 CHR:11 SP:14
HTHA/MWA: +3/0
Skills:
Martial Arts   1
Ambush/Silent Movement 2
Demolitions   1
Machine Gun   1
Assault Rifle   2
Rifle   1
SMG/Machine Pistol   1
Clip Pistol   1

The Commandoes are the elite troops of the East German army. They are highly trained, rough, tough, and mean. Their job is to keep the agents contained in the trap set for them in the Double-Cross scenario. All they really need is one live agent to tell the story; the rest of the characters are expendable, especially if they offer any resistance.

KGB Agent

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	4	Commando Training (MP, MT)	
14	DEX	12	3	Familiarity w/all firearms	
11	CON	2	6	+2 w/Makarov	
10	BODY	0	6	+2 Perception Roll	14-
13	INT	3	3	Combat Vehicle Operation	12-
13	EGO	6	2	KGB Knowledge	11-
13	PRE	3	3	Interrogation	12-
8	COM	-1	5	Stealth	12-
3	PD	0	3	Streetwise	12-
2	ED	0	3	Shadowing	11-
3	SPD	6	3	Persuasion	12-
5	REC	0	3	Bureaucratics	12-
22	END	0	3	German	
23	STUN	0	2	English	
			1	Polish	

CV: 5
PHA: 3,8,12

CHA Cost= 34   50 = Skills + 34 CHA = 84 Total Cost

Name: KGB Agent
ST:13 IQ:13 LK:10 CON:10 DEX:14 CHR:11 SP:14
HTHA/MWA: +3/0
Skills:
Fast Driving   2
Elocution   2
Observation   2
Ambush/Silent Movement 2
O.S. Interrogation   2
O.S. Bureaucratics   2
S.I. KGB Knowledge   1
S.I. Street Knowledge 2
Martial Arts   1
Clip Pistol   2
Languages: Russian, English

Ivan Petrov is looking for a promotion, and the Double-Cross scheme was his invention. The agents will not slip through his fingers. He knows he's got the upper hand this time, and he won't be made to look like a fool, like that incident in Munich. No, this time Ivan will have his revenge on the CIA.

East German Railway Clerk

VAL	CHA	Cost	Cost	Skills	Roll
7	STR	-3	2	Area Knowledge East Germany	11-
7	DEX	-9	2	Clerk Skill	11-
7	CON	-6	1	Familiarity w/Persuasion	8-
8	BODY	-4	2	Russian	
12	INT	2	2	English	
18	EGO	16			
10	PRE	0			
6	COM	-2			
2	PD	0		**Disadvantages**	
1	ED	0	3	Psychological Limitation:	
2	SPD	0		Fastidious, appears to check	
3	REC	0		everything, even though he's	
14	END	0		really just bored.	
16	STUN	0			

CV: 2
PHA: 6,12

CHA Cost= -6   9 = Skills + -6 CHA = 3 Total Cost

Name: East German Railway Clerk
ST: 7 IQ:13 LK:10 CON: 8 DEX: 7 CHR: 8 SP: 8
HTHA/MWA: -4/0
Skills:
S.I. Knowledge of E.G.   1
O.S. Clerk   1
Elocution   1
Languages: Russian, English

Walter Kalmbach is a good, honest citizen, just trying to do his best as a railway clerk. But his ulcer pains him, and never more than when the Vopo is asking him questions. So Walter makes a habit of thoroughly examining travel passes, or at least pretending to look. Any witnesses would surely tell Vopo that Walter is very thorough, oh yes.

East German Terrorist

VAL	CHA	Cost	Cost	Skills	Roll
10	STR	0	2	Area Knowledge West Germany	11-
11	DEX	3	3	Familiarity w/all firearms	
10	CON	0	3	+1 w/knife	
10	BODY	0	3	Demolitions	11-
8	INT	-2	3	Security Systems	11-
13	EGO	6	3	Lockpicking	11-
10	PRE	0	2	English	
8	COM	-1			
3	PD	0			
2	ED	0			
2	SPD	0			
4	REC	0			
20	END	0			
20	STUN	0			

CV: 4
PHA: 6,12

CHA Cost= 6   19 = Skills + 6 CHA = 25 Total Cost

Name: East German Terrorist
ST:10 IQ: 8 LK:10 CON:10 DEX:11 CHR: 9 SP:11
HTHA/MWA: 0/0
Skills:
S.I. West Germany   1
Demolitions   1
Alarm Neutralization   1
Lockpick   1
Knife Fighting   1
Languages: Russian, English

The terrorists are motivated by political concerns for the repressed running dog lackeys of the West German military industrial complex. Unfortunately, their political consciousness doesn't extend to the realization that they're being manipulated by the Russians. The terrorists are firmly convinced of the utility of violence as a reform tool; as a consequence, they squabble and fight among themselves and with the East Germans.

Soviet Union Missile Trooper

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	1	Familiarity w/SS-22 missiles	
11	DEX	3	2	Familiarity w/Soviet firearms	
10	CON	0	3	+1 w/AKM	
10	BODY	0	3	+1" Running	
8	INT	-2	1	German	
8	EGO	-4	1	English	
8	PRE	-2			
8	COM	-1		One of the following:	
3	PD	0	3	Mechanics	11-
2	ED	0		or	
2	SPD	0	1	Meteorology	8-
5	REC	0	2	Radar Operator	11-
22	END	0		or	
23	STUN	0	3	Artillery Computation	11-

CV: 4
PHA: 6,12

Disadvantages
5 Obedient to State Authority

CHA Cost= -3   14 = Skills + -3 CHA = 11 Total Cost

Name: Soviet Union Missile Trooper
ST:13 IQ: 8 LK:10 CON:10 DEX:11 CHR: 8 SP:13
HTHA/MWA: +1/0
Skills:
O.S. SS-22 Missile Knowledge 1
Assault Rifle   1
  And
O.S. Mechanics   1
  Or
O.S. Meteorology   1
  And
O.S. Radar Operator   1
  Or
O.S. Artillery Computation   1
Languages: A smattering of German and English

The missile troopers are a special unit of the Soviet Army assigned to the intermediate range ballistic missiles. They are well trained but not fanatically loyal.

Soviet Union Scientist

VAL	CHA	Cost	Cost	Skills	Roll
9	STR	-1	3	Scientist Skill	
8	DEX	-6	1	Mathematics	11-
9	CON	-2	2	Organic Chemistry	12-
10	BODY	0	2	Physical Chemistry,	
13	INT	3		Biochemistry, or Pharmacology	12-
10	EGO	0	1	Familiarity w/Inventor Skill	8-
8	PRE	-2			
8	COM	-1			
2	PD	0			
2	ED	0			
2	SPD	0			
4	REC	0			
16	END	0			
18	STUN	0			

CV: 3
PHA: 6,12

CHA Cost= -9   9   Skills + -9 CHA = 0 Total Cost

Name: Soviet Union Scientist
ST: 9 IQ:13 LK:10 CON: 9 DEX: 8 CHR: 8 SP: 8
HTHA/MWA: -1/0
Skills:
Research   1
Bachelor's in Mathematics
Master's in Organic Chemistry
Master's in:
    Physical Chemistry, Bio-
    Chemistry or Pharmacology

The scientists assigned to this project are, for the most part, dedicated communists, with little thought of the implications of their work. They are hard workers, often putting in long hours at the lab. Unfortunately, most of them are rather short on creativity. They rely on the genius of a few chief scientists for their inspiration.

Soviet GRU Garrison Soldiers

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3		Trooper	
11	DEX	3	2	Familiarity w/Soviet firearms	
11	CON	2	3	+1 w/AKM	
10	BODY	0	3	+1" Running	
8	INT	-2	1	German	
8	EGO	-4	1	English	
13	PRE	3			
8	COM	-1		Sergeant	
3	PD	0	5	+1 w/Soviet firearms	
2	ED	0	1	German (adds to previous)	
2	SPD	0	3	Persuasion	12-
5	REC	0			
22	END	0			
23	STUN	0		Disadvantages	
				5 Obedient to State Authority	

CV: 4
PHA: 6,12

CHA Cost= 4   10/19 = Skills + 4 CHA = 14/23 Total

Name: Soviet GRU Garrison Soldiers
ST:13 IQ: 8 LK:10 CON:11 DEX:11 CHR:11 SP:10
HTHA/MWA: +1/0
Trooper's Skills:
Assault Rifle   1
Troopers have a smattering of English and German

Sergeant's Skills:
Elocution   2
Machine Gun   1
Assault Rifle   2
Rifle   1
SMG/Machine Pistol   1
Clip Pistol   1
Languages: German

These troops are assigned to the GRU, the Soviet military secret service. The KGB refers to them as "thugs", and Western intelligence organizations have an even lower opinion.

The Defecting Scientist

VAL	CHA	Cost	Cost	Skills	Roll
5	STR	-5	-4	-2" Running	
5	DEX	-15	3	Scientist Skill	
6	CON	-8	5	Inventor Skill	14-
7	BODY	-6	2	Mathematics	12-
23	INT	13	3	Organic Chemistry	13-
13	EGO	6	3	Physical Chemistry	13-
15	PRE	5	3	Biochemistry	13-
10	COM	0	3	Pharmacology	13-
1	PD	0	1	Familiarity w/Makarov	
1	ED	0			
1	SPD	0		Disadvantages	
2	REC	0		8 Monitored by KGB 8-	
12	END	0		3 Age 50	
13	STUN	0			

CV: 2
PHA: 7

CHA Cost= -10   19 = Skills + -10 CHA = 9 Total Cost

Name: Soviet Union Scientist
ST: 5 IQ:23 LK:10 CON: 5 DEX: 5 CHR:12 SP: 3
HTHA/MWA: -6/0
Skills:
Research   5   .
Bachelor's in Mathematics
Master's in Organic Chemistry
Master's in Physical Chemistry
Master's in Biochemistry
Master's in Pharmacology

Vassily Obrychev is a brilliant scientist. However, he is also Jewish, and is therefore a criminal. The KGB has been keeping an eye on him for a while. In fact, Dr. Obrychev will defect if given any opportunity at all. A perfect way to make the agent's lives much more difficult.

MISSION CODE NAME:
BORDER
CROSSING

East Germany

LK2

To Warnemünde Ferry
To Schwerin

Parchim

Neustadt

Ludwigslust

Grabow

Roßnitz

Warnow

Locknitz River

To Luneburg

Elbe River

Karstadt

St. Denitz River

West Germany

Dannenberg

Elbe River

Perleberg

Schnackenburg

Gartow

WITTENBERGE

Pollitz

To Berlin

Seehausen

Aland River

Salzwedel

STENDAL

To Braunschweig

Gardelegen

To Magdeburg

Wolfsburg
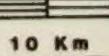
MAP KEY	
Border	
Railroad	
Road	
River	
Town	•

10 Km